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MEGAMAN™ BATTLE NETWORK 4 RED SUN

OFFICIAL STRATEGY GUIDE

By Greg Sepelak

MEGAMAN™ BATTLE NETWORK 4 BLUE MOON

OFFICIAL STRATEGY GUIDE

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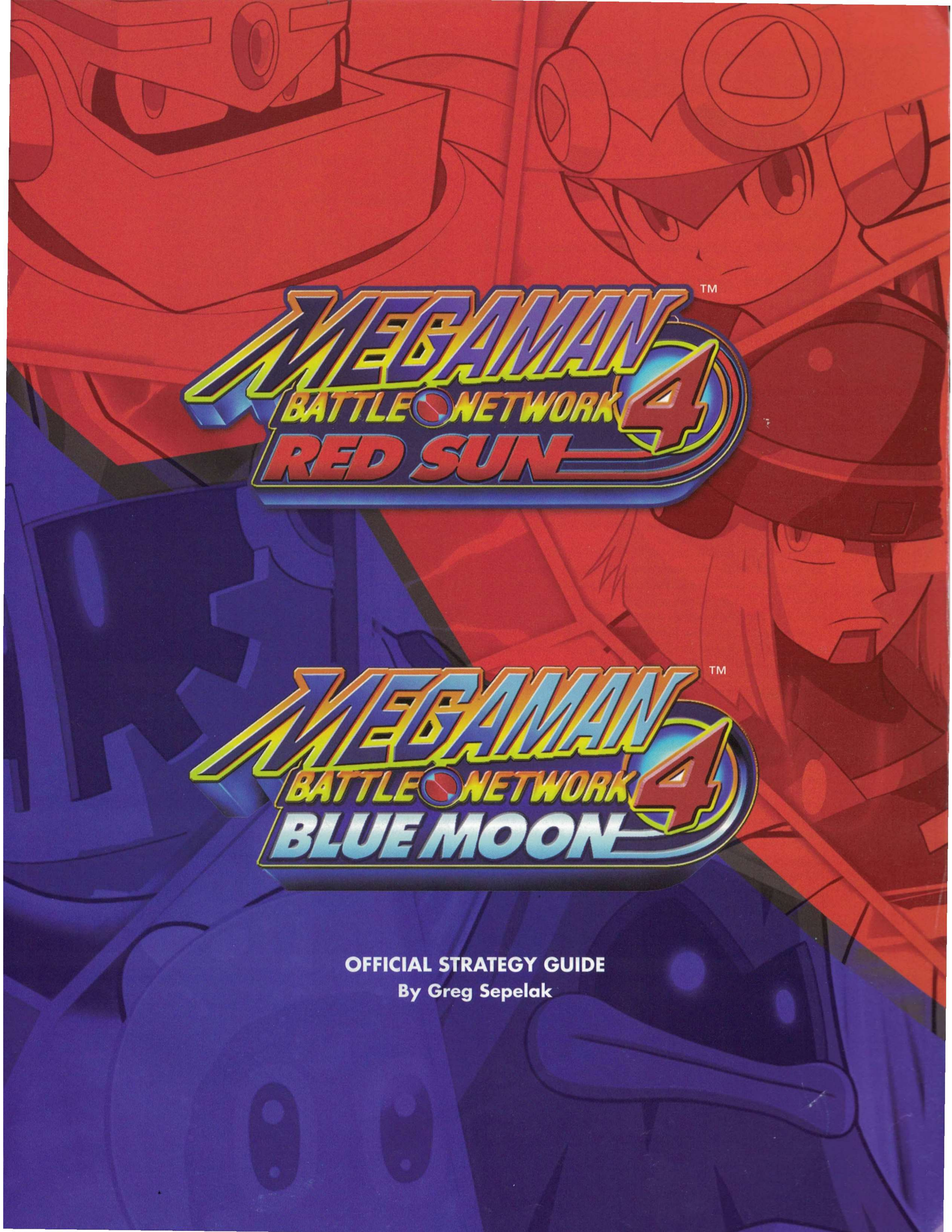

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Mega Man™ Battle Network 4 Red Sun and Blue Moon

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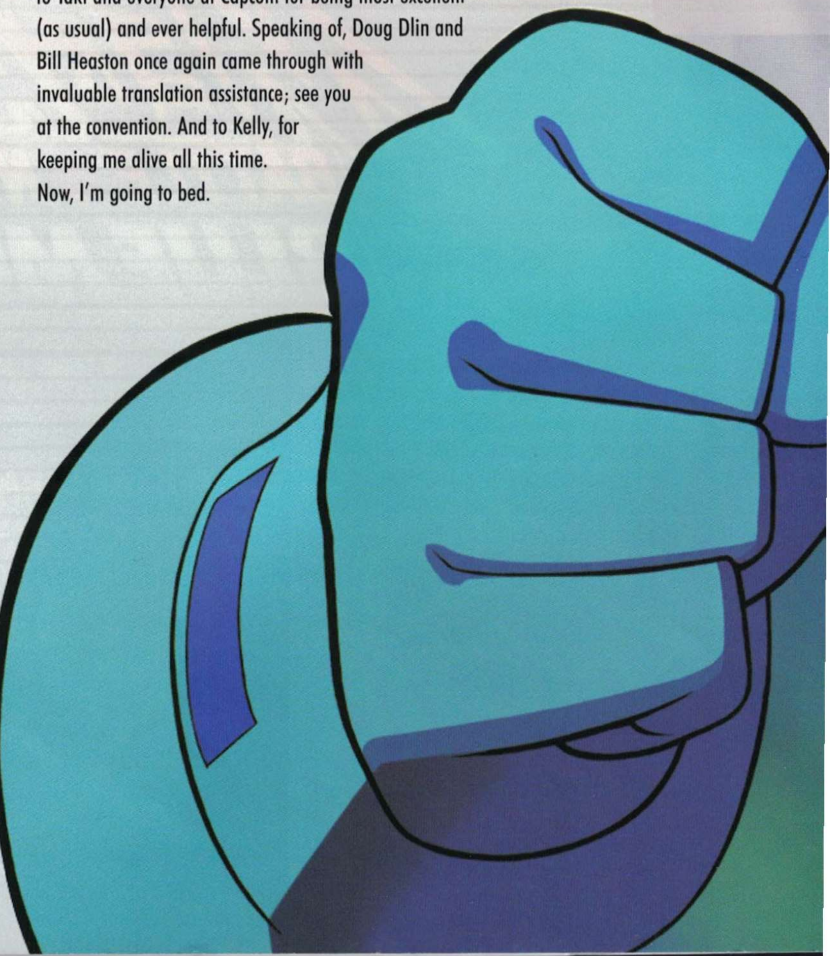

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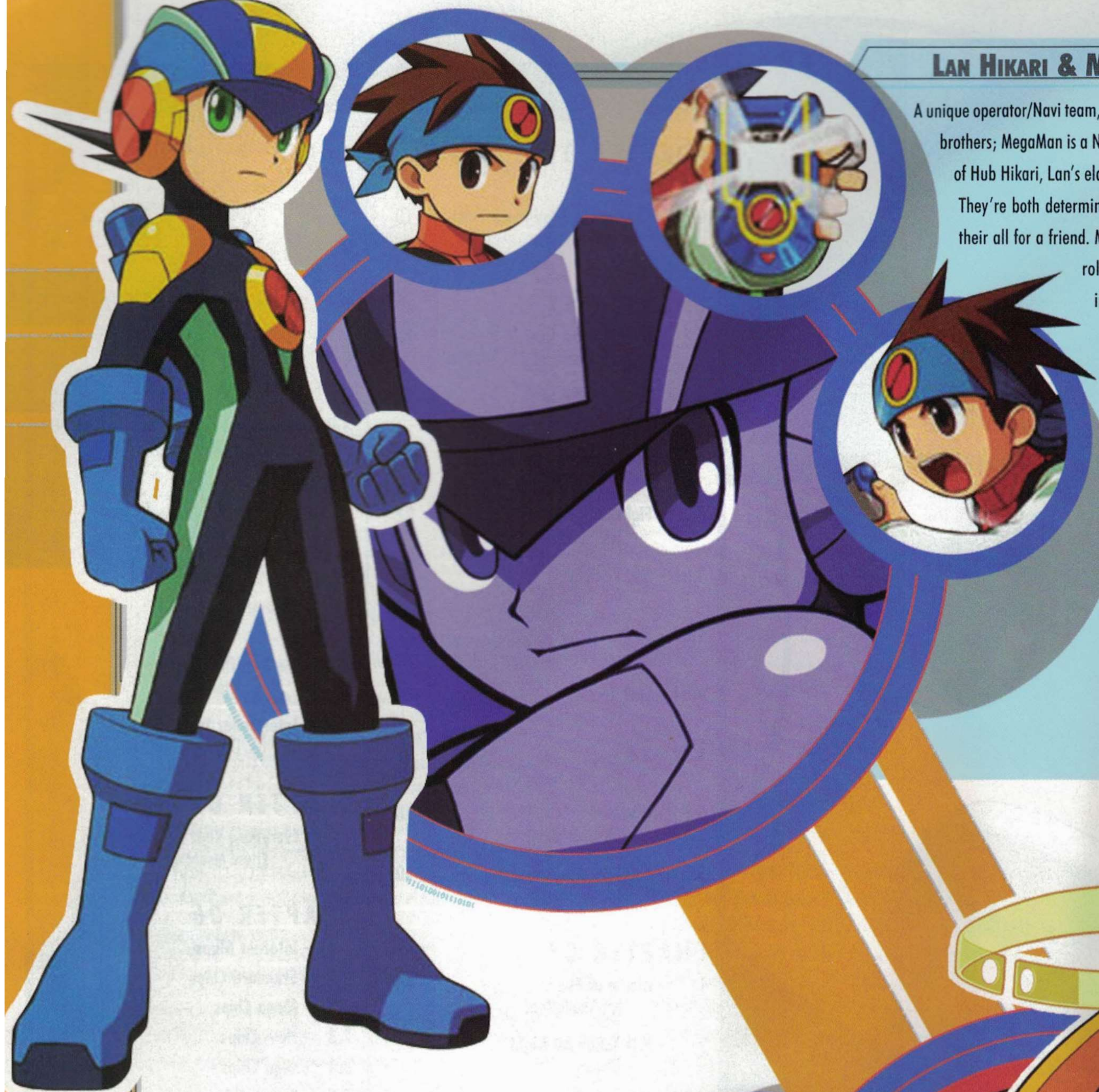
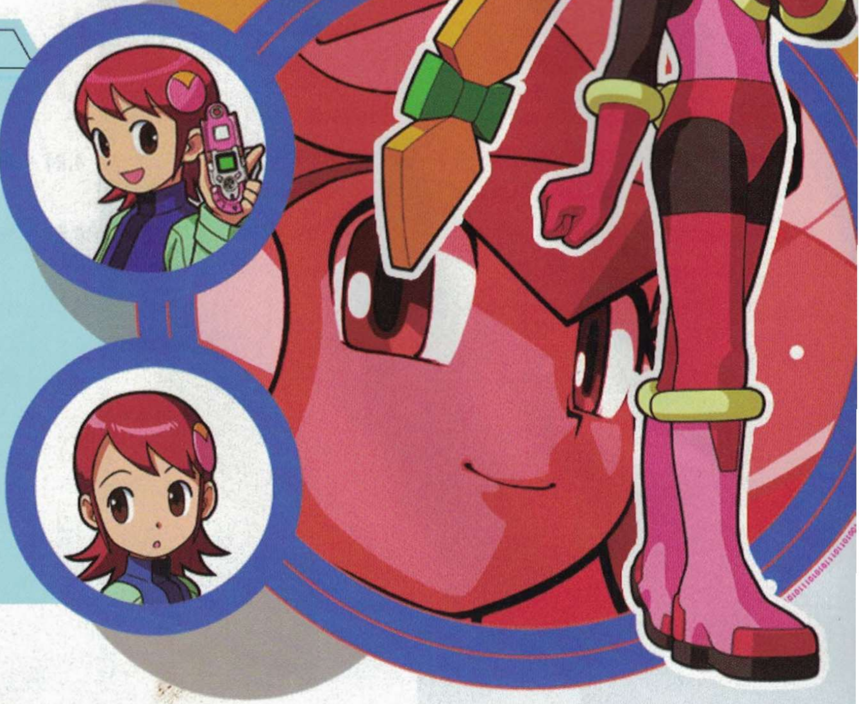


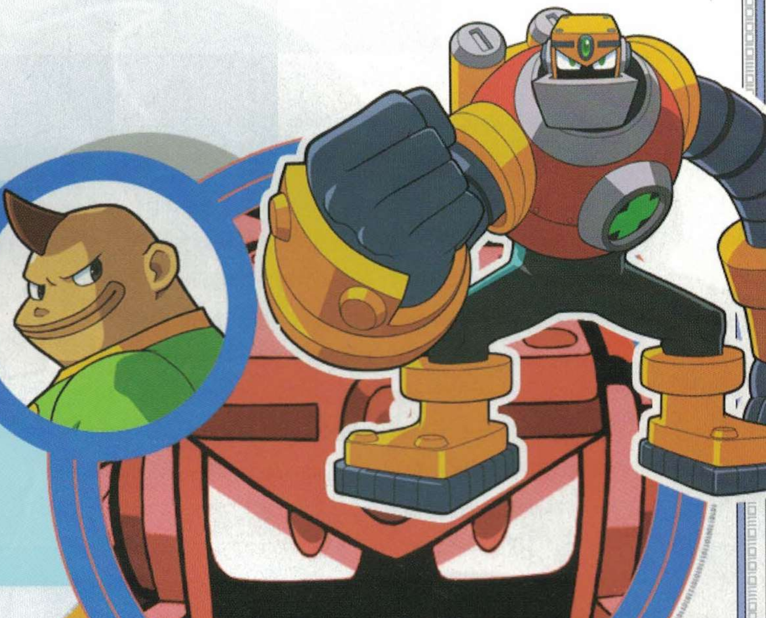
LAN HIKARI & MEGAMAN.EXE

A unique operator/Navi team, Lan and MegaMan are actually brothers; MegaMan is a Navi programmed with the mind of Hub Hikari, Lan's elder brother who died in infancy. They're both determined and selfless, willing to give their all for a friend. MegaMan fills the older brother role well. He helps the more impulsive Lan wake up in the morning, reminds him (nags him, in fact) to do his homework, and generally acts as the voice of caution. In combat, MegaMan is near unstoppable despite his diminutive stature, and he never gives up.

MAYL SAKURAI & ROLL.EXE

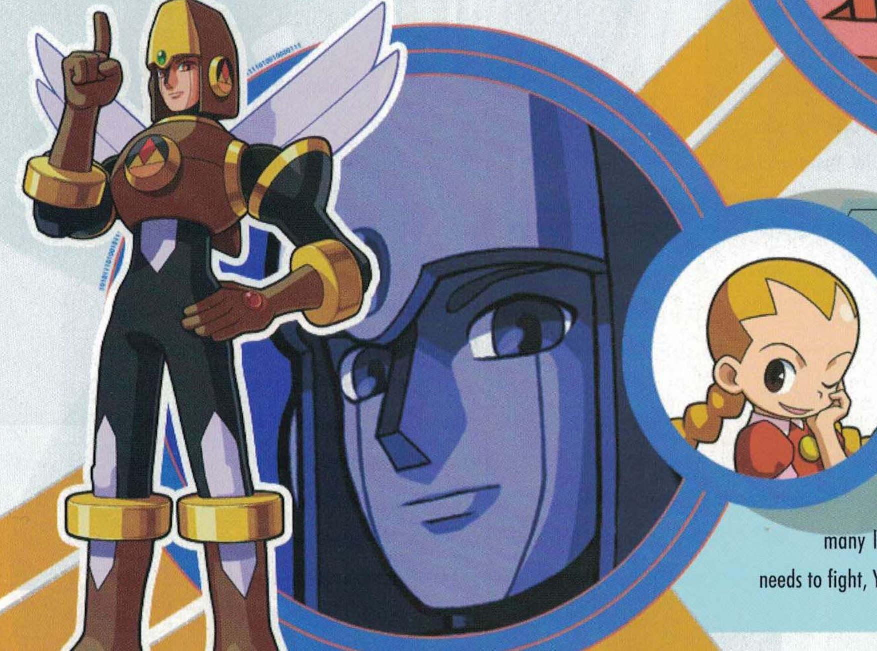
Mayl's been friends with Lan for years, and always carried a little torch for him. Studious and musically talented, Mayl remains cheerful at all times. Her NetNavi Roll is pretty much MegaMan's girlfriend, and like Mayl, she does what she can to support the Hikari boys in their adventures. While Roll has in the past taken mostly a support role, Mayl has increased her offensive capabilities and made her a NetBattler to contend with.





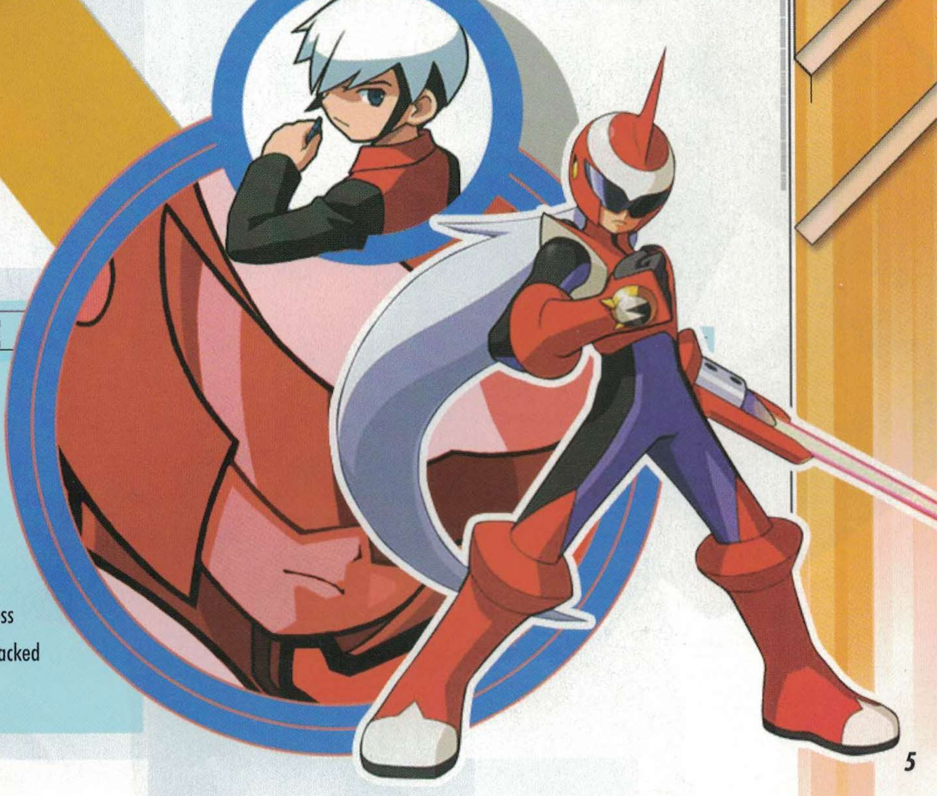
DEX OOYAMA & GUTSMAN.EXE

Dex used the be the NetBattling bully of ACDC school, but repeated defeats at the hands of the Hikari brothers has taught him humility. While he still sees Lan as a rival to be beaten one day, the two boys are now true friends. Dex's NetNavi GutsMan may have an IQ somewhere between "toast" and "raisin toast", but he doesn't let that slow him down. He's always willing to put up his massive bulk and powerhouse fists to defend his friends.



YAI AYANAKOUJI & GLIDE.EXE

Once a rich spoiled brat whose daddy bought her anything, Yai's since become a much more reasonable and generous person thanks to her friendship with Lan, Mayl, and Dex. She is the youngest girl in the sixth grade, and the richest person in ACDC Town, but Yai still has occasional bouts of hot-headedness. Her NetNavi Glide is a consummate professional assistant, keeping Yai's many lessons and obligations in perfect order. In the rare instance he needs to fight, Yai's fortunes supply super-rare and powerful Battle Chips.

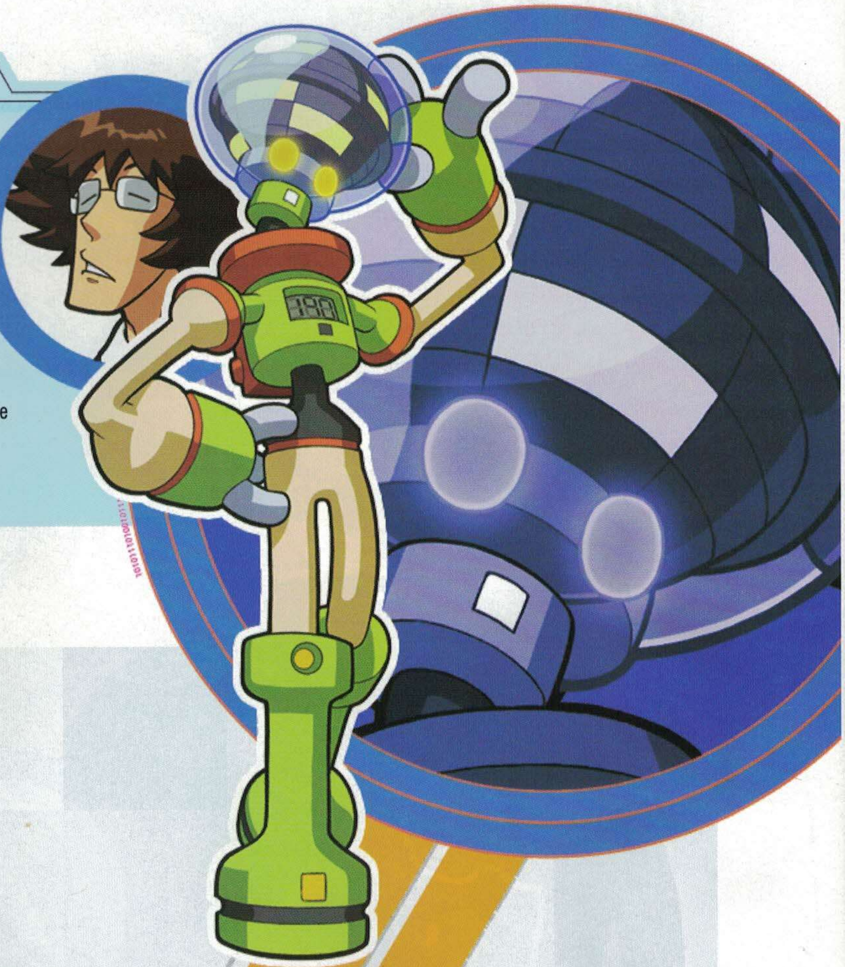


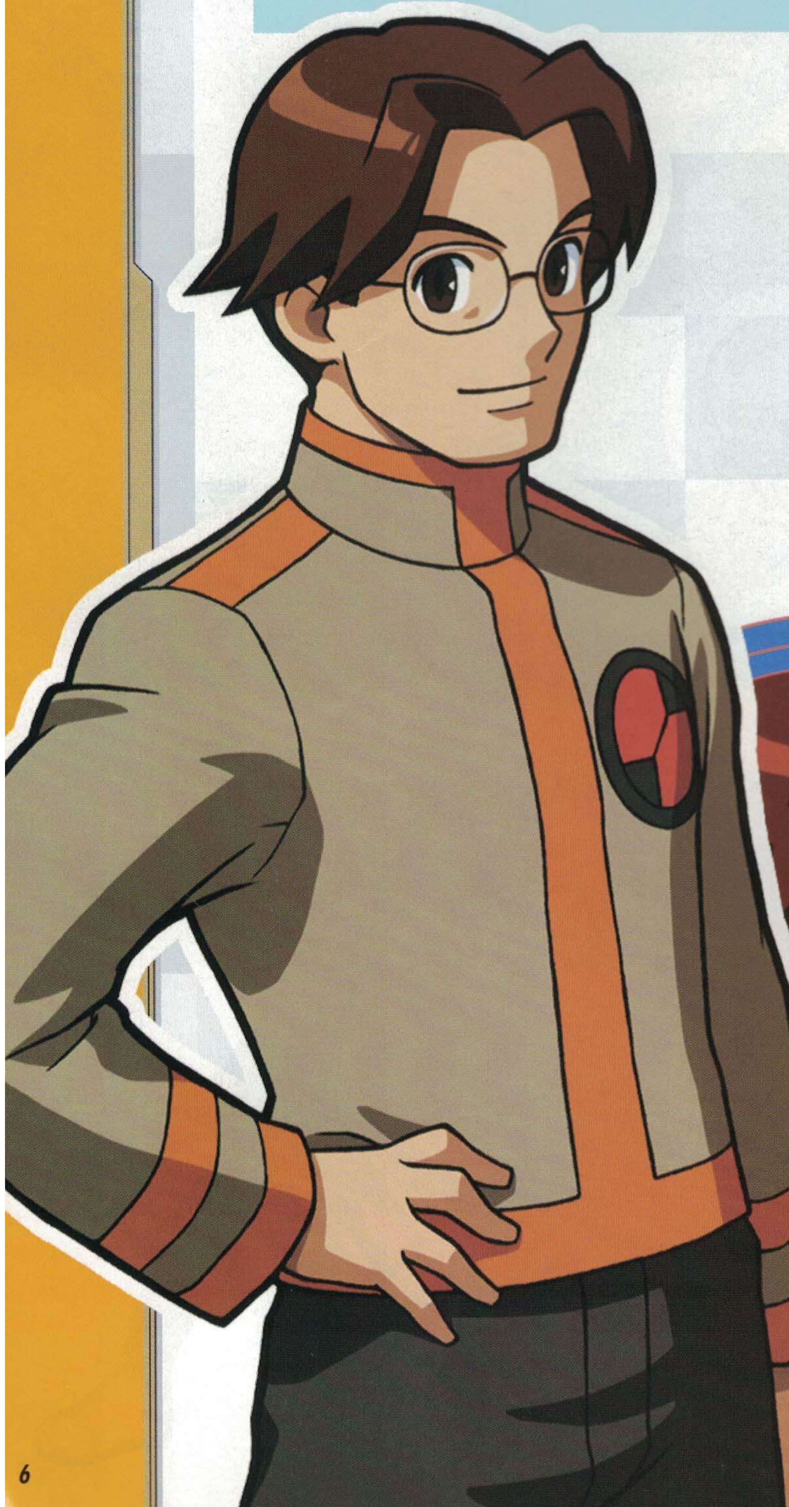
EUGENE CHAUD & PROTOMAN.EXE

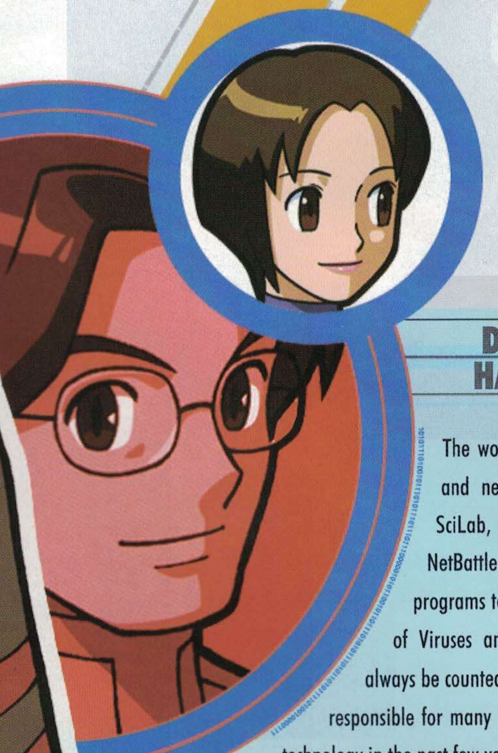
The youngest and the most famous of the Official NetBattlers, Eugene Chaud approaches every mission with a cool demeanor and confidence bordering on arrogance. He still butts heads with Lan when the two cross paths, and still nurses a rivalry that started with their first encounter. While he's reluctantly learning to lighten up, these things take time. His NetNavi ProtoMan is very much like Chaud; a ruthless combatant with impeccable skill, whose signature sword has hacked countless criminal Navis to bits.

HIGSBY & NUMBERMAN.EXE

Higsby was one of the WWW's original agents, lured to crime with the promise of the world's rare Chips. Thankfully, Higsby just doesn't have the heart to actually be a villain, and he has mended his ways after his defeat at the hands of Lan. An obsessive Chip collector, Higsby has since opened a highly successful Chip trading shop, and he travels the world looking for the newest Chips. His Navi NumberMan isn't the most powerful NetBattler, but Higbsy's Chip-collecting has given the geeky Navi a distinct battle edge.





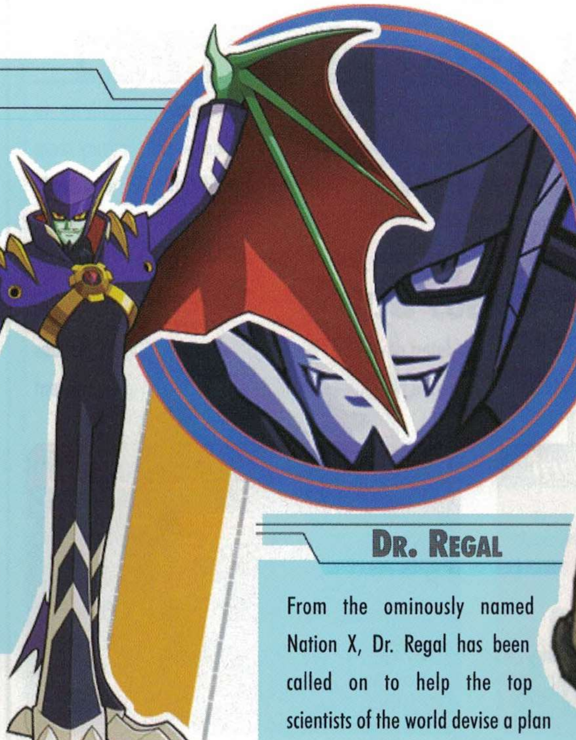


DR. HIKARI & HARUKA HIKARI

The world's premiere Navi programmer and net-scientist, Dr. Hikari heads up SciLab, the scientists that the Official NetBattlers turn to when they need new programs to counter the never-ending threat of Viruses and net-criminals. Dr. Hikari can always be counted on to program a solution, and is responsible for many of the great advances in NetNavi technology in the past few years. This means he rarely has any time at home, but his wife Haruka is more than capable of taking care of their sons in his absence.

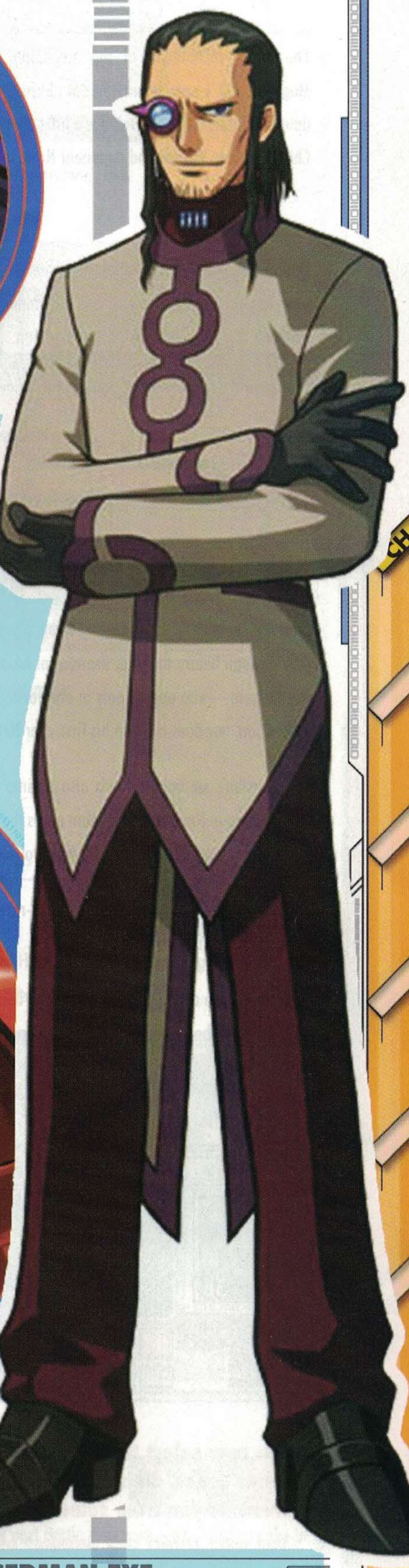
SHADEMAN.EXE

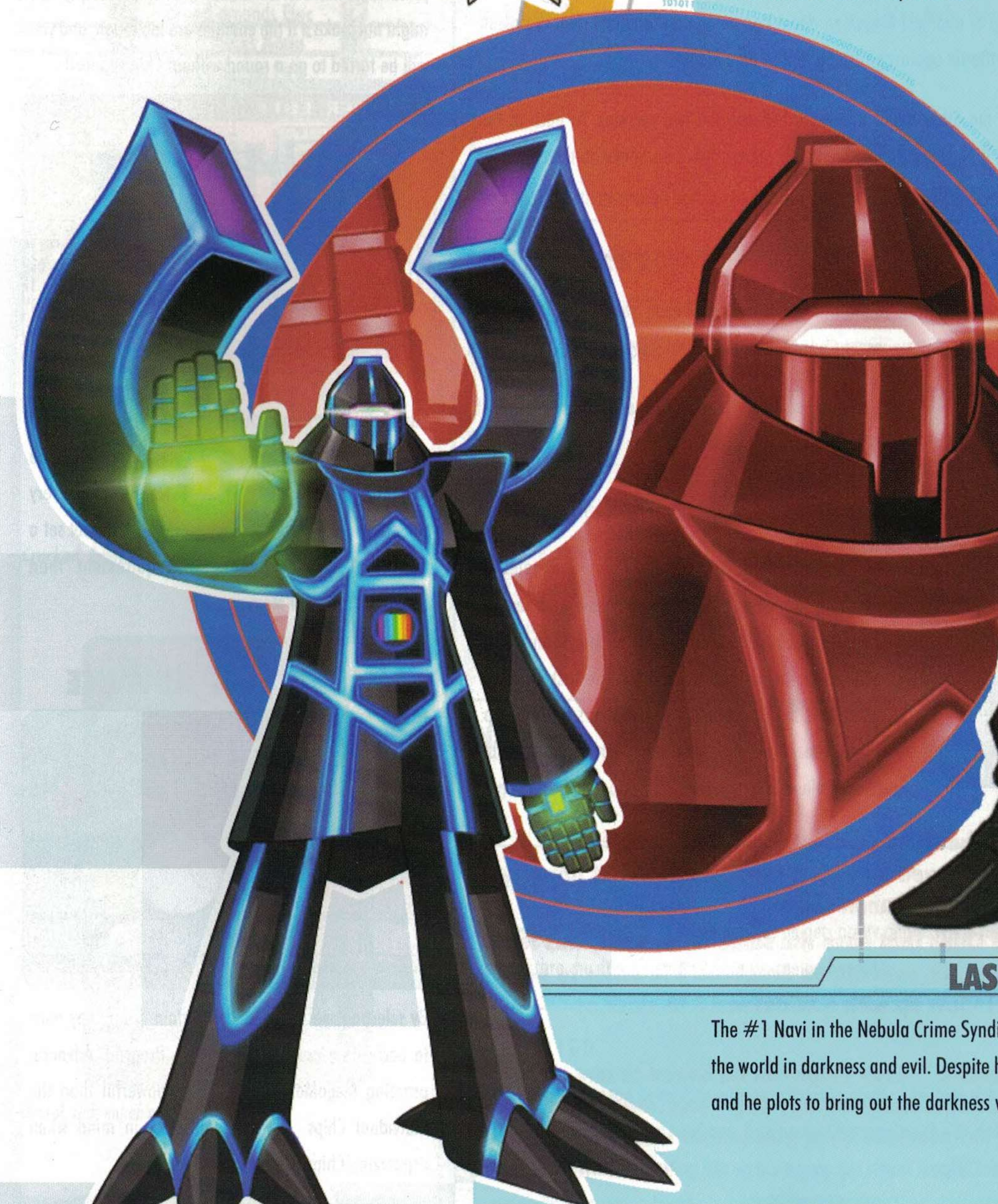
ShadeMan is a powerful vampire-Navi of unknown origin, and a high-ranking member of the Nebula Crime Syndicate. Cruel and sadistic, ShadeMan loves draining the life force out of innocent Navis to increase his own powers. The Dark Power running through his coding makes him incredibly powerful, and potentially immortal.



DR. REGAL

From the ominously named Nation X, Dr. Regal has been called on to help the top scientists of the world devise a plan to save mankind from extinction. Can he be trusted? What do you think?





LASERMAN.EXE

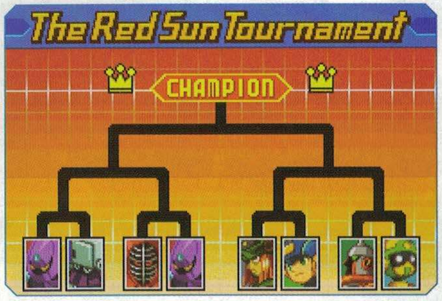
The #1 Navi in the Nebula Crime Syndicate, LaserMan heads up the plan to engulf the world in darkness and evil. Despite his light-based powers, his soul is truly dark, and he plots to bring out the darkness within MegaMan, or destroy him by trying.

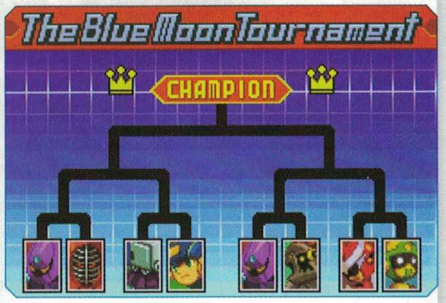
the set-up [you need this]

The fourth installment of the *MegaMan Battle Network* series brings new enhancements and abilities to MegaMan.EXE's ever-expanding data library. To newcomers to the series, the rules of Chip-based combat may seem daunting at first, but all it takes is a little practice, and a bit of patience. Even novices can build a powerful set of Battle Chips to delete Viruses and opponent Navis in record time.

RED VERSUS BLUE

Once again, there are two different versions of the Hikari boys' latest adventure. Where *Battle Network 3*'s two versions were largely smaller tweaks with a few unique abilities between the two, *Red Sun* and *Blue Moon* have vastly different storyline splits and new forms for MegaMan.





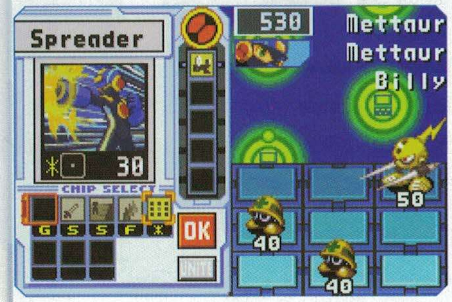
Each opponent (that Lan and MegaMan face in the three Tournaments they enter) has their own unique mission to play through before the final showdown. Amongst the lineup of potential opponents are twelve Navis—four in each Tournament—who appear only in one version or another! MegaMan *doesn't* go up against longtime rival ProtoMan in *Red Sun*, nor does he have his first-ever NetBattle against girlfriend Roll in *Blue Moon*!

Each version's six unique Navis also tie into the other major difference between the two versions. As each of the version-unique Navis fall, MegaMan earns the brand-new Double Soul ability that attunes his Soul with the opponent Navis and temporarily changes his form to reflect theirs.

Just like *Battle Network 3*, the five ultra-rare Giga-class Battle Chips are different in each version, and cannot be traded across versions.

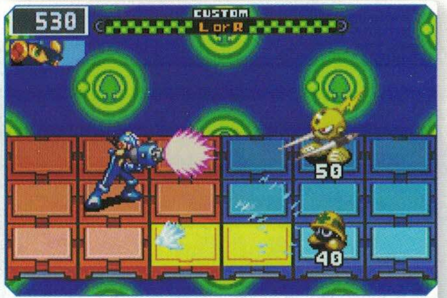
As it stands, the choice of which version to buy is basically up to which Navis you'd rather emulate. Of course, there's always buying both versions for the full experience!

BATTLE ROUTINE, SET!



As combat opens, five Battle Chips are selected randomly from Lan's active Chip Folder and sent to MegaMan's Custom Menu. How many Mega can Slot In and use in the turn all depends on the first Chip you select, and the compatibility of the others to that Chip. There are three different ways for a Chip to be compatible with another.

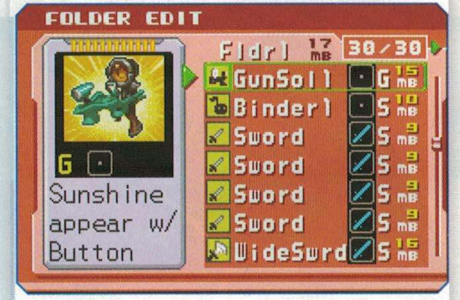
- **You may select two or more of the same Chip, even if they have different Letter Codes. Cannon A can be followed up with a Cannon B or C, but doing so prevents you from selecting any non-Cannon Chips.**
- **You may select any number of Chips that have the same letter Code, this leads to useful combinations. For example, activate an AreaGrab S in order to get closer to your opponent, then follow up with a WideSwrd S to slash at close range.**
- **Chips with a * Code are wild cards. *-Code Chips can be linked to *any* other Chip, regardless of their Letter Code. However, any Chips selected *after* a * Chip must be compatible with the previous Chip; you cannot bridge a Cannon A to a Sword S through a *-Code Chip.**



Once you send the Chips directly to MegaMan, the real battle begins in a somewhat more traditional, action-style game. Maneuver MegaMan around the combat field, dodging enemy attacks while unleashing your own. While Chips are the brunt of your attacks, don't forget your handy MegaBuster arm-cannon as well!

As you fight, the Custom Meter builds up. Once it's full, press the R button to bring back up the Custom Menu, where the Chips you chose last have been replaced with new ones from your Folder. Keep it up until the last enemy falls.

If you're getting your digital derriere handed to you, press L at the Custom Menu to attempt escape. You might not make it if the enemies are too tough, and you will be forced to go a round without Chip support!



FOLDER EDIT

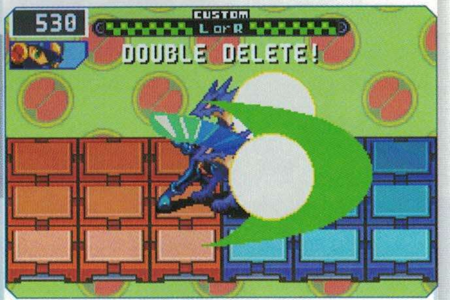
G
Sunshine appear w/ Button

Fldr1 17 MB 30/30

GunSol1 G 15 MB
Binder1 S 10 MB
Sword S 9 MB
Sword S 9 MB
Sword S 9 MB
Sword S 9 MB
WideSwrd S 16 MB

Lan can set one Chip in his Folder as a Regular Chip by highlighting the chosen Chip and pressing SELECT. The Regular Chip will appear in the Custom window every time at the start of combat. However, Lan cannot set a Chip that has a higher MB requirement than MegaMan's current Memory.

ADVANTAGE: ADVANCE



By selecting specific Chips in a certain order, they react to each other and combine into a Program Advance, granting MegaMan a move more powerful than the individual Chips. Keep the Advances in mind when organizing Chips in your active Folder.

You can increase the chances of using an Advance by setting a component Chip as a Regular Chip. You can also substitute a single *-Coded Chip into the combination to complete one.

See Chapter 6, Part 3: "Program Advances" for a complete listing of all Program Advances, component Chips and their effects.

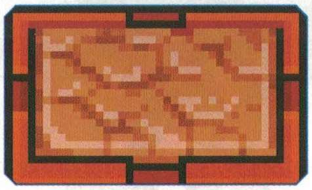
KNOW YOUR ELEMENTS

A constant feature of the *Battle Network* series is that certain Battle Chips, Viruses, and even MegaMan's Soul styles have special Elemental properties. The four Element Types form a circle of strengths and weaknesses that can really turn the tide of battle. Targets struck with the right counter-Element take double damage! Remember, even MegaMan is subject to the Elements.

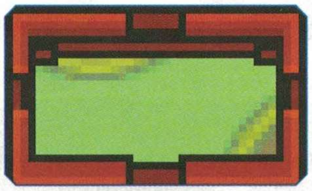
Fire burns Wood
Wood grounds Elec
Elec shocks Aqua
Aqua douses Fire

FIELD OF BATTLE

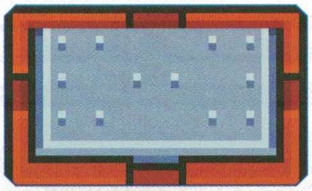
Keep an eye on the condition of the battlefield. The Panel states can have a drastic effect on combat strategy by restricting movement, or amplifying Elemental damage.



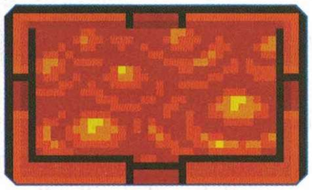
***Cracked**: Break if stepped on.*



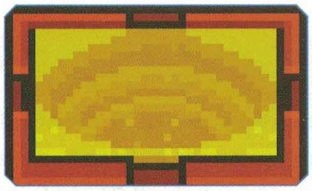
***Hole**: Cannot be crossed over.*



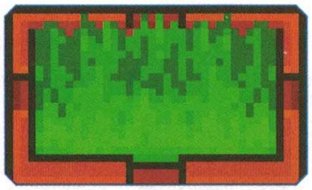
***Metal**: Unbreakable, Elec damage x2.*



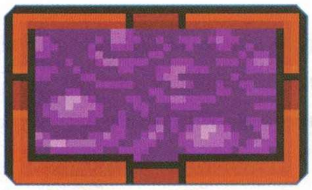
***Lava**: Damages non-Fire-Types.*



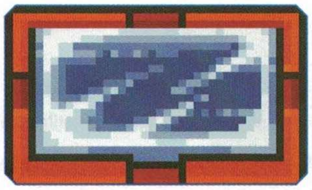
***Sand**: Reduces movement speed.*



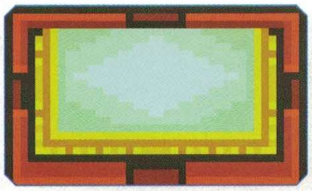
***Grass**: Restore Wood-Type HP, Fire damage x2.*



***Poison**: Gradually reduces HP*



***Ice**: Slippery, Elec damage x2.*

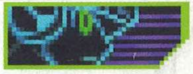


***Holy**: Halves damage*

KEEP HEART

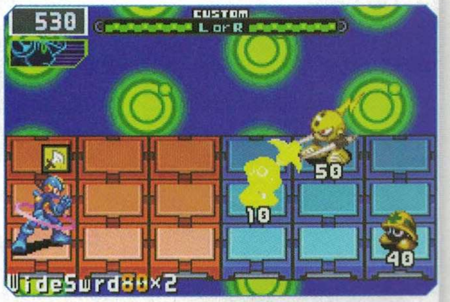
New to the Battle Network series, the Emotion Window beneath MegaMan's HP displays his current status.

FULL SYNCHRO

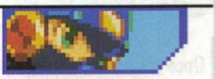


A powerful new ability, MegaMan reaches Full Synchro by scoring Counter Hits. This is done by striking an enemy with a Chip during their attack animation, before their attack actually takes effect.

In Full Synchro, the next Battle Chip, or Program Advance, used does double damage, which is always a massive benefit. Enemies flash red when they're vulnerable to Counters while Mega's in Full Synchro. This state carries over into the next battle if you end a fight with a Counter Hit. Keep in mind that being hit by an enemy knocks Mega out of Full Synchro.

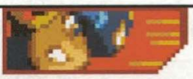


NORMAL



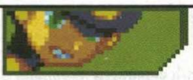
MegaMan's fine. Lan's fine. Everything's fine. How are you?

ANGRY



If MegaMan is the victim of a Counter Hit, he gets pretty angry. While his next Battle Chip does double damage like in Full Synchro, he doesn't gain its Counter-seeing benefit.

WORRIED



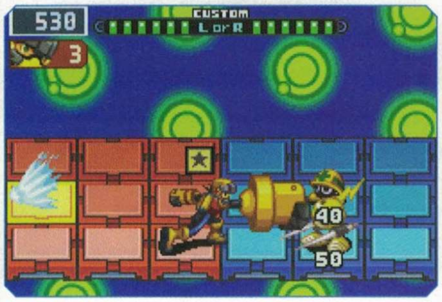
If MegaMan takes too many hits without delivering some of his own, he grows worried. In this state, Mega cannot use the Double Soul technique, and once he's become tempted by the Dark Power in the storyline, two Dark Chips appear in his Custom Window. Scoring hits on the enemy can return MegaMan to normal.

DARK

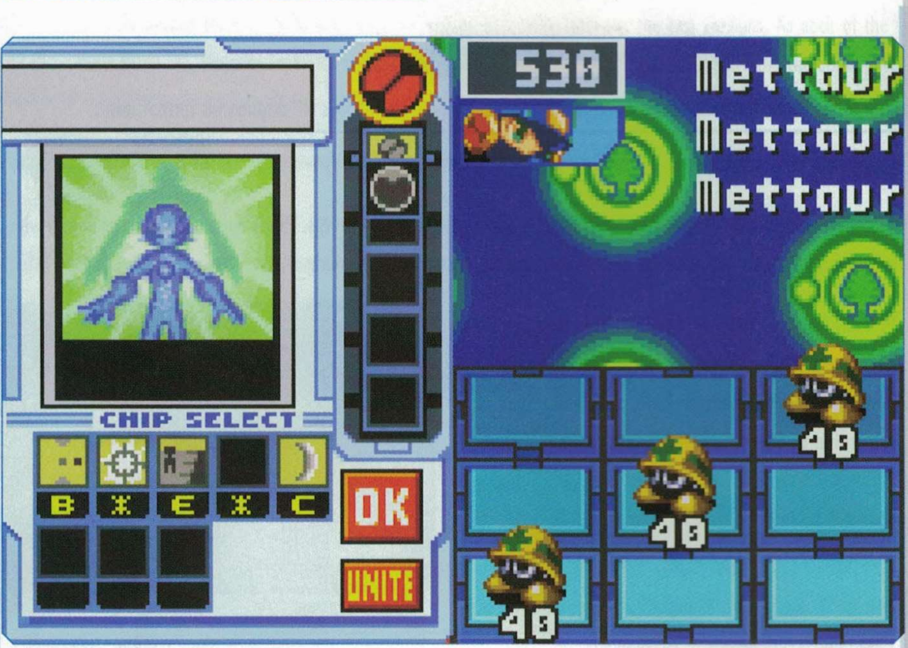
If MegaMan uses a Dark Chip, he becomes tainted with evil, as well as permanently losing 1 HP from his maximum. MegaMan cannot use the Double Soul in this emotional state, and he gains program bugs depending on the type of Chip he used. Certain normal Chips, and even a Program Advance, can only be used when MegaMan is Dark. If MegaMan's HP is reduced to zero, he gains back 1 HP and enters a berserker state where he is invincible but uncontrollable. However, this only works once per fight. The next time he hits zero, he's deleted.

Repeatedly entering the Dark state eventually attunes MegaMan's Soul to darkness, starting him Dark at the beginning of all battles. He cannot use Double Soul, enter Full Synchro, or use light Chips like HolyPanl. However, he can freely choose Dark Chips and darkness-attuned Battle Chips.

SOUL MAN



Gone are the days of MegaMan's Style Change. Instead, MegaMan gains a much more versatile ability: the "Double Soul". In this state he takes on the properties of defeated Navis who have Souls that resonate with his.



Once MegaMan acquires a Navi Soul, he can merge with it during battle by selecting a Soul-compatible Chip and activating the Unison command. For three turns after that (each turn being when you call up the Custom Window), MegaMan has new powers, advantages, and weaknesses depending on the chosen Soul. These range from new charged Buster attacks, Element-based powers, and bonuses when using certain Chips.

> Regular Chips cannot be used to activate the Double Soul. Sorry, you have to rely on chance.

Each version of *MegaMan Battle Network 4* has six different Souls to collect, which are unique to each version. However, in order to collect all six Souls, you must play the game through multiple times. There are only three available your first time through!

RED SUN SOUL UNISONS

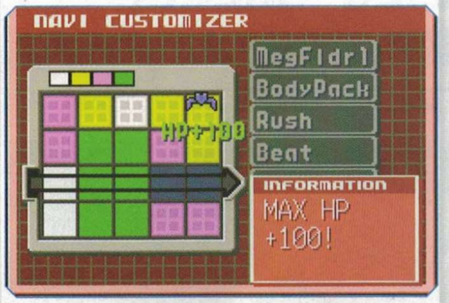
Navi Soul	Activation Chip Type
GutsMan	Ground
FireMan	Fire
Roll	Recovery
WindMan	Wind
SearchMan	Invisible
ThunderMan	Electric

BLUE MOON SOUL UNISONS

Navi Soul	Activation Chip
AquaMan	Aqua
NumberMan	Variable
MetalMan	Break
WoodMan	Wood
ProtoMan	Sword
JunkMan	Block

> See Chapter 6, Part 4: "Soul Unisons" for a complete listing of each Soul's abilities and properties.

CUSTOMIZED



Along with the Soul Unison, MegaMan's abilities can be further adjusted through the Navi Customizer. By placing acquired Program Blocks into the Program grid, MegaMan gains new abilities and enhancements to his base powers, such as increased HP, MegaBuster power increases, repelling or attracting Viruses, and having more Chips to choose from at the Custom Window. However, the Customizer has several rules for how you place your Program Blocks.

While MegaMan can run with an improperly-programmed Customizer, he will develop programming bugs depending on the number of errors in the Customizer. When buggy, MegaMan's graphic appears fuzzy, and he develops malfunctions like involuntary movement, Buster malfunctions, and even rapidly-depleting HP.

See Chapter 6, Part 6: "Navi Customizer" for a complete listing of the available Program Blocks, Customizer upgrades, and programming bugs.

LINK UP!

There are numerous advantages to linking your GBA with your NetBattling friends. Not only can you pit your MegaMen against each other in different varieties of NetBattle, but you can also enable trading between you and your friend.

Through the GBA link, you can trade Chips and Customizer Programs with your friends, filling blanks in your Folders. Certain Chips have Letter Codes that are only available in one version of the game, so if you're going for an ultra-complete set, this is vital.

You can also exchange Library and NaviSoul data. Uploading Library data from your friend fills in holes in yours, which can then be used with Higsby's Chip Order System to buy new Chips that you lack. Also, uploading your friends' NaviSoul data enables you to fight those Navis in Higbsy's Free Tournament, even if they're from the other version of the game. This can earn you very special Chips unavailable elsewhere!

See Chapter 5: "Everything Right Is Wrong Again" for information on the Free Tournament's special prizes.

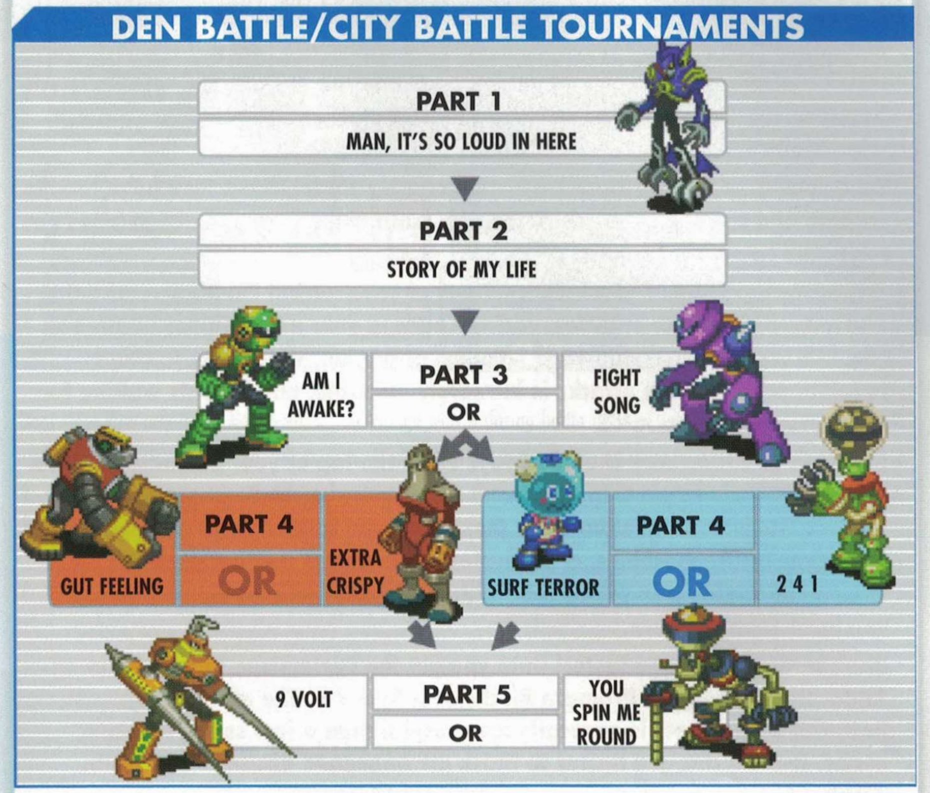
KEEP IN MIND...

- **Balance offense and defense! Always keep some defensive Chips like Invis at hand. Some enemies (especially boss Navis) can fill the screen with attacks that relentlessly pound you, forcing you to play a more defensive game.**
- **Constantly update your Save File! You can save your game any time, so do it frequently. As soon as you get a valuable item, or large amount of Zenny, save your game, especially if you're exploring a new digital area.**
- **Know when to fold 'em! Don't be afraid to Jack Out of the 'net whenever MegaMan's HP dips low and your SubChip reserves are running dry. With very rare exception, you can pull MegaMan back into the PET at any time. It's much better to retrace your steps (with all the neat stuff you got) than do all of it over again.**
- **Take your time! Unless there's a visible counter ticking down, you have time to explore and build up your resources. The more Chips, Zenny, and upgrades you have, the better off you are.**
- **Organize your Chips! Choose the contents of your current Folder carefully. Try and keep the number of different Chip Codes in your active Folder to one or two (not including the wild-card *-Codes, of course). The ability to chain together multiple Chip attacks is incredibly valuable, and it beats waiting for the Custom Gauge to refill.**
- **Shop smart! HPMemory should always be at the top of your purchase list. Just because you *can* buy a Chip, it doesn't mean you *should*. Purchase Chips only if its Code fits into your Folder plan. Most Chips can be earned in combat, gained from Chip Trader machines, or in Mystery Data across the 'net. Hold off on buying Chips merely to fill out your Library until the end of the game when you have Zenny to burn.**
- **Don't forget your MegaBuster! Once you get the Customizer, focus on adding Attack+ and Charge+ Program Blocks over Speed+. The ability to unleash powerful single shots is generally more useful than a fast series of weak blasts. Use the charged Buster to finish off weakened Viruses rather than waste a Full-Synchro-enhanced Chip attack on them.**

chapter 2: den battle and city battle tournaments

ROCKMAN EXE
BATTLE
Personal Terminus P.E.T

DEN BATTLE/CITY BATTLE TOURNAMENTS


PART 1
MAN, IT'S SO LOUD IN HERE
PART 2
STORY OF MY LIFE
AM I AWAKE?
PART 3
OR
FIGHT SONG
PART 4
GUT FEELING
OR
EXTRA CRISPY
SURF TERROR
PART 4
OR
241
9 VOLT
PART 5
OR
YOU SPIN ME ROUND

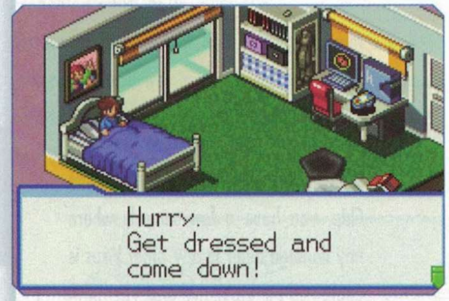
Backup Data: *MegaMan Battle Network*

As Lan Hikari begins the new school year in fifth grade with his Navi MegaMan.EXE, an evil plot is taking place. The NetCriminal organization called the WWW ("World Three"), led by Wily, a former associate of Lan's grandfather, begins a spree of terrorist actions and thefts. Lan and MegaMan begin their own investigation, against the wishes of the Officials' top NetBattler Eugene Chaud.

Through an abandoned Metroline rail running under their very school, Lan and MegaMan discover the location of the WWW's headquarters, and Wily's true goal. His agents have stolen four powerful Elemental programs, enabling the madman to build the Life Virus, the most powerful computer Virus ever made. But Dr. Hikari comes through with the powerful Hub.bat program, allowing MegaMan and Lan to synchronize and function together on a level no human and Navi have ever before. This gives them the power to destroy the Life Virus and Wily's organization.

Den Battle/City Battle Tournament Part 1: Man, It's So Loud in Here

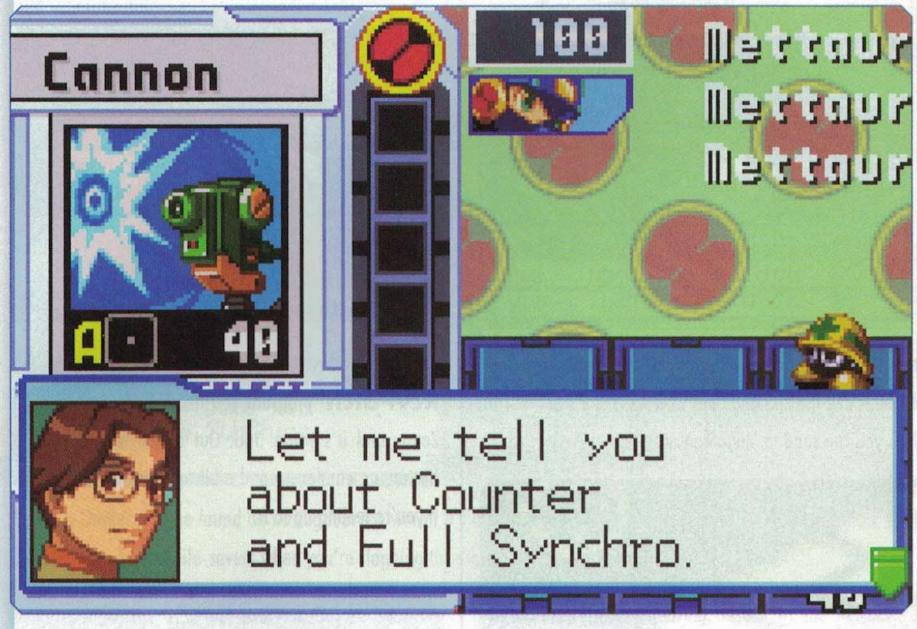
Boss: ShadeMan.EXE



Hurry.
Get dressed and
come down!

As usual, it's up to MegaMan to wake Lan up. Every morning. Some things never change. Once out of bed, head to Lan's desk and pick up the **PET**. Check the email, and leave to face a bright new day.

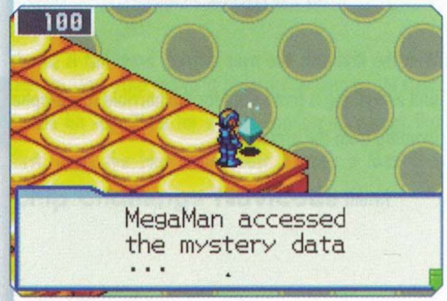
Seems there's trouble in the kitchen. Again. Send MegaMan into the oven with the R button to investigate. Yep, there are Viruses in the oven! A perfect setup for a refresher course in remedial Virus-busting, wouldn't you say?



Let me tell you
about Counter
and Full Synchro.

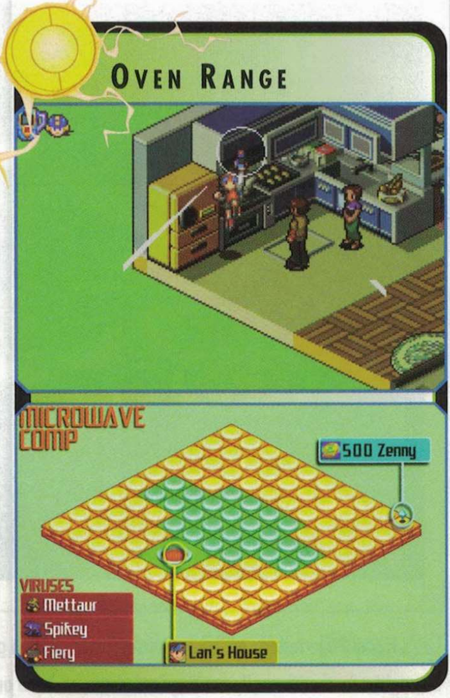
Simply follow Lan, MegaMan, and Dr. Hikari's advice during this little tutorial through NetBattling. The Full Synchro effect is extremely useful, so be sure to pay attention there. Double damage is always nice.

Unfortunately, the Oven Program did get some damage, and needs a RcvPatch to restore itself to full working order. Breakfast is at stake here! Talk to Dad; he points you to ACDC Net 3 as a place to buy the RcvPatch, and gives you **500 Zenny** to buy it with.



MegaMan accessed
the mystery data
. . .

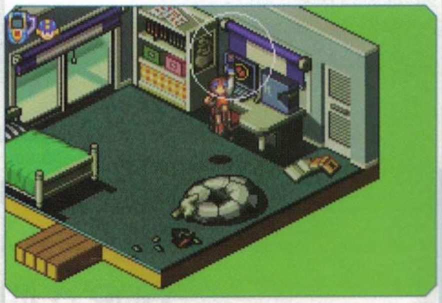
Don't be so hasty! Plug MegaMan back into the oven range; there's Data inside to be had. Jack-In Points can be found in some very unlikely places, with items and Zenny inside. However, there are also Viruses to contend with inside, so be on your toes. Use the Oven as a practice range for Counter Hits if you're not yet comfy with how they work.



Standard Chip #103: Guard1

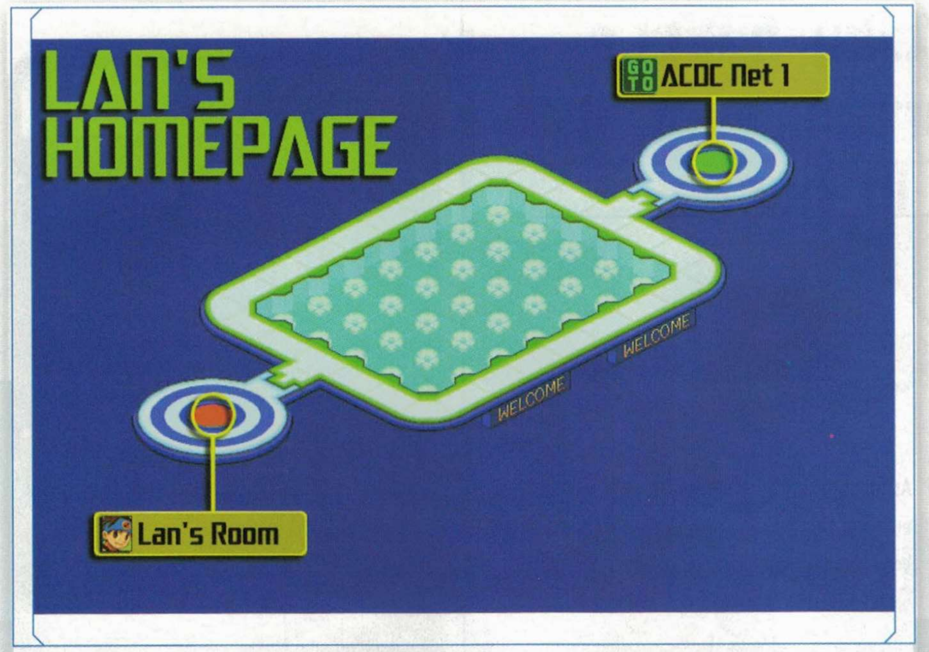
- **Codes: A, L, V, ***

With all the Mettaurs running around, you are going to accumulate a *lot* of this Chip. Activate it before you get hit with an enemy projectile, and not only will you be spared the damage, but send a 50-DMG shockwave back. They also make good Chip Trader fodder later on.



Now that you have a little extra spending cash and some new Chips, head to Lan's room and Jack In to his computer.

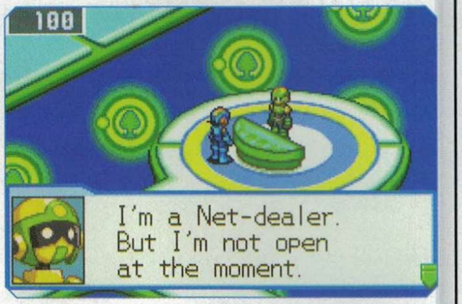
LAN'S HOMEPAGE



Lan's Home Page reflects his love of soccer. Later on, Lan gains shortcuts to others' Home Pages for quicker net-transit. But right now there's really nothing to do here, so head out the far teleporter and into the wild Internet.

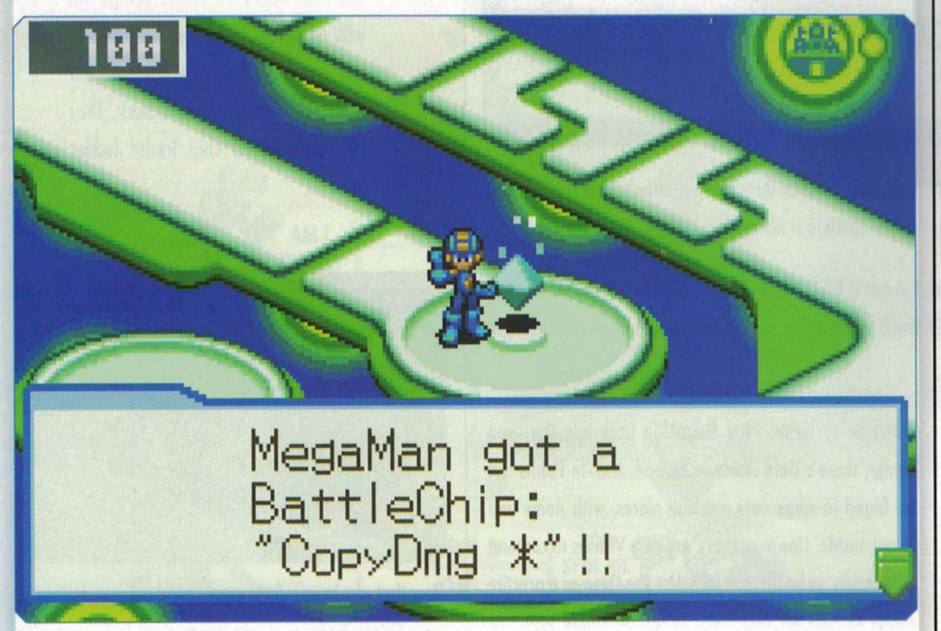
The bright blue path shows the shortest way to different areas of the Internet. That large cube you pass is a Security Cube; you need a P-Code from the owner of the Home Page it's protecting in order to enter. Take the split here to snare a **MiniEnrg SubChip**, then return and move on.

Unfortunately, this NetDealer isn't open for business yet. Keep moving. There's a purple Locked Mystery Data with a **Geyser L** here as well that you can't get until you have an Unlocker SubChip, plus the path to the northeast is blocked.



I'm a Net-dealer.
But I'm not open
at the moment.

Be sure to pick up the green Mystery Data floating around the 'Net as you travel, especially during NetBattles. Your opening Folder is a little scrambled Code-wise, so swap out odd Chips like the L-Coded ones with A's, S's, V's or *'s. This makes NetBattles much easier by increasing the number of Chips you can send to MegaMan at once.



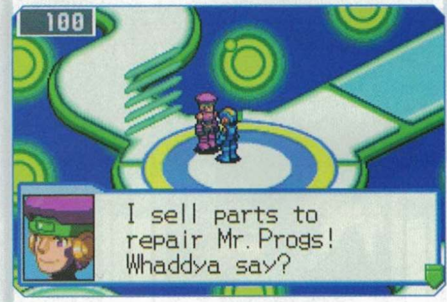
MegaMan got a
BattleChip:
"CopyDmg *"!!

Once in ACDC 3, *don't* follow the highlighted pathway. It's actually the long way around to where you want to go. Instead, take the left fork, and be sure to pick up the **CopyDmg * Chip** on the way.

Standard Chip #146: CopyDmg

- **Codes: ***

CopyDmg is a wonderful way to spread some heavy pain around in the early stages. Once you tag a Virus with the Chip, you have a few seconds where any damage dealt to any *other* Virus is duplicated on the tagged one. Plus, with its wild-card * Code, it should go into your folder immediately to make Chip selection all the smoother.

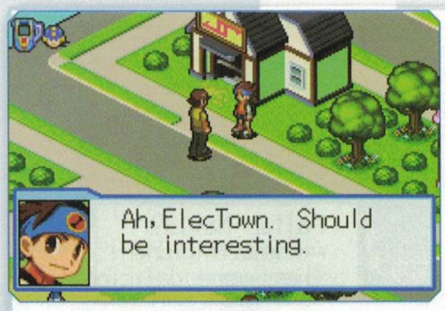


I sell parts to
repair Mr. Progs!
Whaddya say?

This purple Navi in front of the locked gate has the **RcvPatch** program you need. Fork over the 500 Zenny and it's yours. Jack Out of the net with the R button, or wander around a bit to get some more Chips if you're feeling up to it.

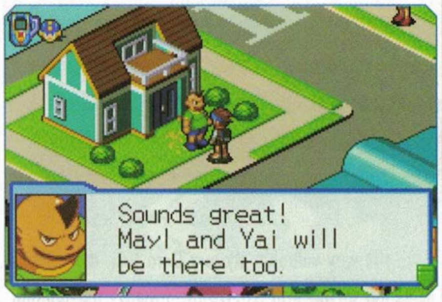
There's no cooking
like Mom's cooking!

With the RcvPatch, the over is fixed, breakfast is saved, and everything is fine except for the horrible catastrophe looming from the prologue.

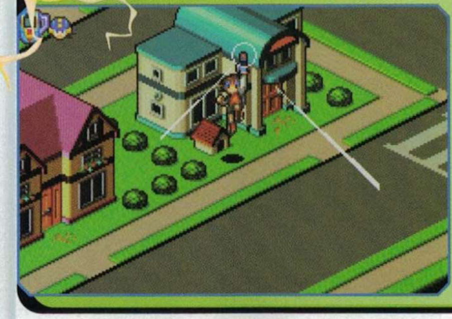

Ah, ElecTown. Should be interesting.

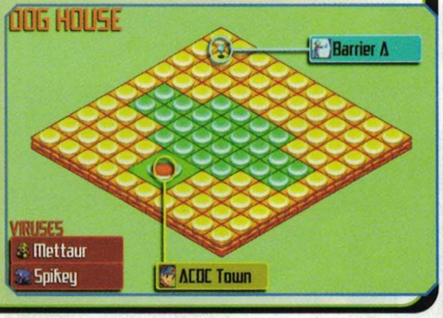
Dad runs back home to fire off an email (the world's greatest PET programmer doesn't have his own?), so wander around ACDC Town while you wait for him. Returning players will note the topography's a little different than it was in earlier games. Take the time to talk to everyone out and about, and be sure to pick up a few items.

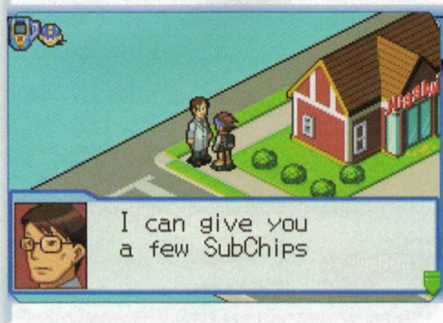
Oddly enough, Dad and the boy are the ones going shopping on the day off. ElecTown is the destination.


Sounds great! Mayl and Yai will be there too.

Dog House



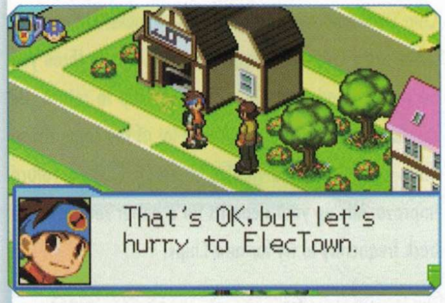



I can give you a few SubChips

ACDC TOWN SUBCHIP DEALER

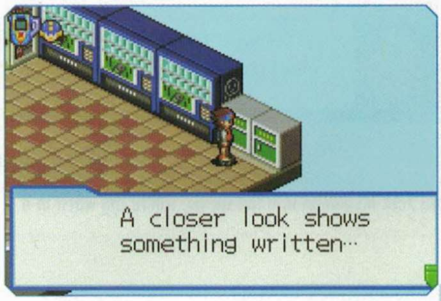
Item	Cost
MiniEnrg	100Z
SneakRun	200Z
LocEnemy	10000Z

SubChip Dealers can be found all throughout the world. It's always a good idea to check out their wares and stock up. SubChips can be real life-savers when you're slogging through the Virus-riddled internet.


That's OK, but let's hurry to ElecTown.

Talk to Dad, who seems a little lost whenever he's not inside his lab. Time for a little window shopping! But first, check the bins to the east. There's a **Battle Chip Challenge NaviCode** there!

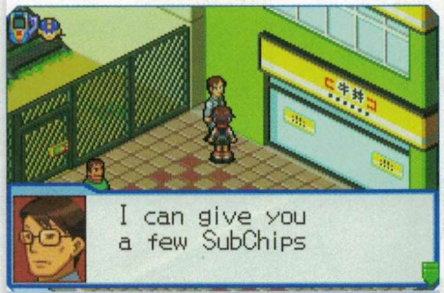
Once you're done exploring, return to the Metroline entrance and Dad shows up. From here, it's off to the shopping district!


A closer look shows something written…

megaman battle chip challenge
BTLSTRT
Compete against your friends! (+Control Pad ↔)

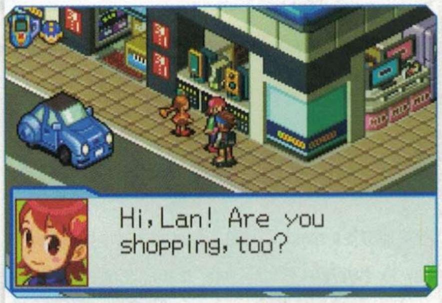
Battle Chip Challenge Codes

There are several Names and NaviCodes scattered throughout *Battle Network 4*. If you have a copy of *MegaMan Battle Chip Challenge* (and why shouldn't you?), plug these codes into the Custom Tournament entry form. You can win valuable new Battle Chips in *Challenge* by defeating these opponents!


I can give you a few SubChips

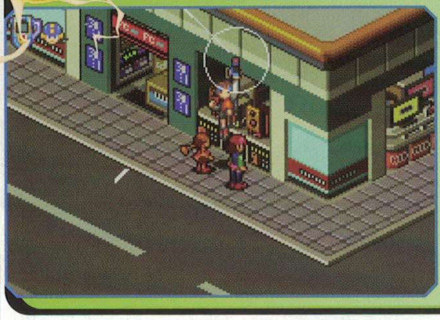
ELEC TOWN SUBCHIP DEALER

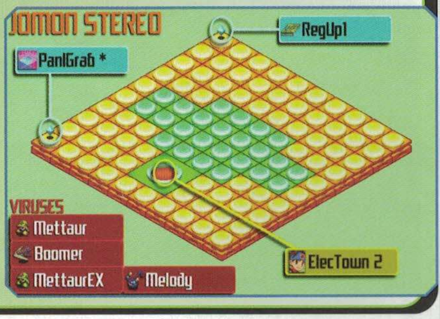
Item	Cost
FullEnrg	1000Z
SneakRun	200Z
Untrap	100Z

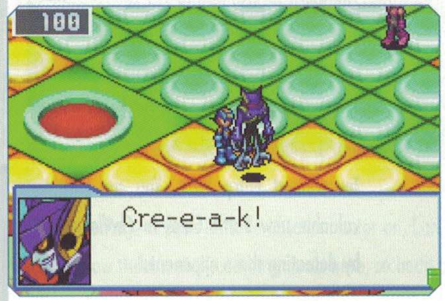

Hi, Lan! Are you shopping, too?

Once you enter the second area of Elec Town, Dad takes you into the big Jomon store. Once you have control of Lan again, head around the corner.

JOMON STEREO

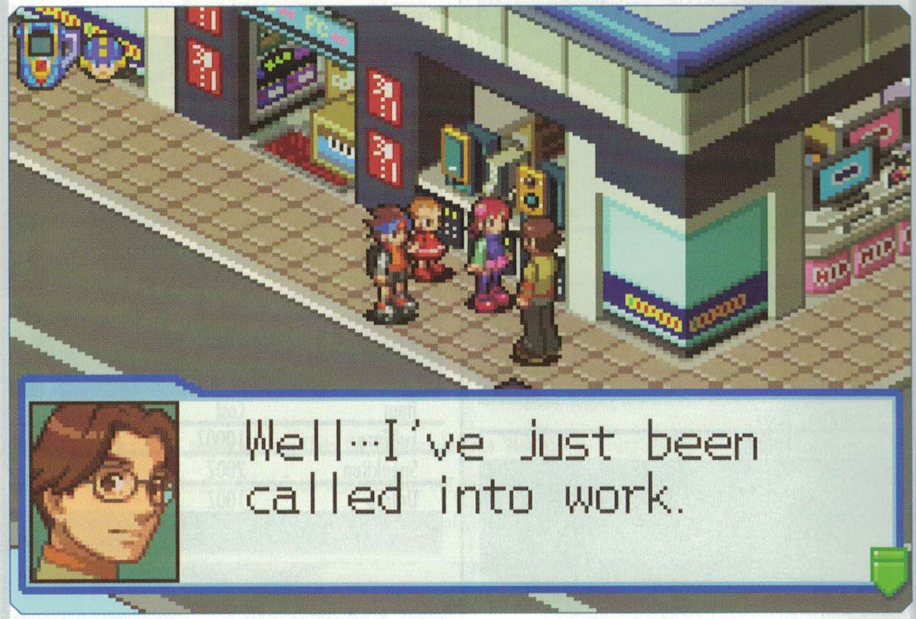






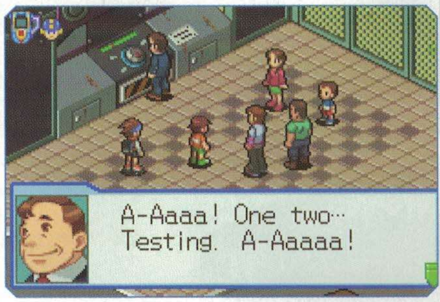
Cre-e-a-k!

Grab the very valuable Mystery Data first, then talk to everyone in the grid. Or try to, anyway; the floating, creepy purple guy isn't very talkative. The Viruses inside are more powerful than the ones you've faced before, especially the Boomers, so be careful.



Well…I've just been called into work.

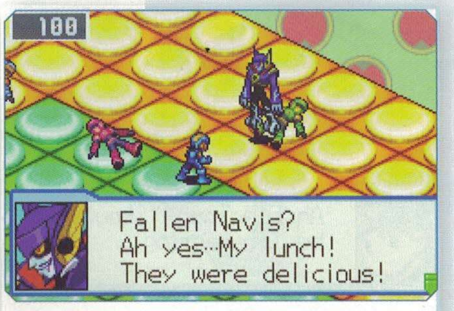
Talk to Mayl and Yai again once you've logged out. Dad returns, and his day off is cut short. Mayl and Yai head off too. Might as well check out what's going on in the Square to the west.



A-Aaaa! One two… Testing. A-Aaaaa!

Now ***that's*** a speaker. That puppy probably goes all the way to ***twelve***. At any rate, a brand new NetBattle tournament has been announced, and of course Lan and Mega are just ***itching*** to participate. Time to head home and rest up for tomorrow.

You don't get far, though. Bad things are going down in Jomon! Jack MegaMan into the stereo, where the worst of it's happening.

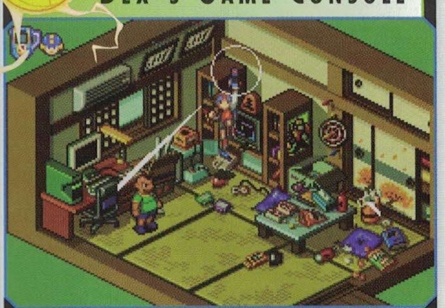


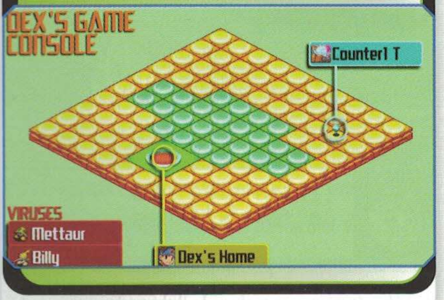
Fallen Navis?
Ah yes…My lunch!
They were delicious!

Look at the carnage! The creepy vamp-Navi's gone on a rampage, draining the energy out of all the Navis in the stereo. He vanishes before Mega can take a crack at him, and flitters off to the ACDC Net.

Now, take the MetroLine back to ACDC Town, but don't hit Lan's computer just yet. Instead, take two side-trips to Dex's house and Higsby's Chip Shop.

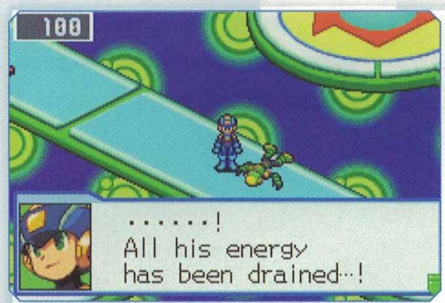
DEX'S GAME CONSOLE





Even though you can't purchase Chips at Higsby's yet, the Chip Trader machine is a good place to get rid of many of those extra Chips you've accumulated. Put in three you no longer need, and get a random Chip in return. Be careful though, as if you put in a lot of the same cheap Chip, chances of you getting a cheap Chip in return improve. Mix up your deposits for a better return. Come back frequently to try for new Chips!

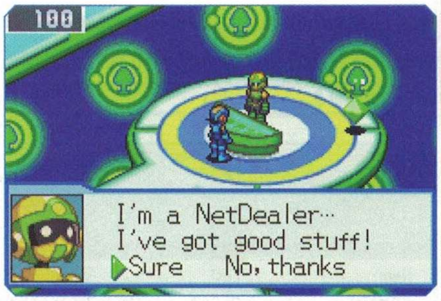
When disposing of unwanted Chips, always try to keep 4 of any given Chip in your collection just in case. You never know when a Chip you've ignored will become handy, and you may need it in a specific Letter Code. It pays to be prepared for anything.



......!
All his energy
has been drained…!

Now Jack In to Lan's computer, and follow the trail of drained Navis… while taking side-trips to pick up the Green Mystery Data packets scattered around, of course.

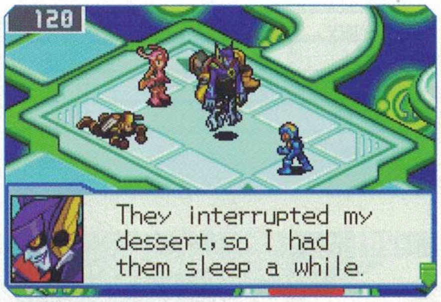
The NetDealer in ACDC 2 is now open for business. Spend some hard-earned cash on **HPMemory**, and a **Spreader * Chip** certainly fits nicely into your Folder.



I'm a NetDealer…
I've got good stuff!
▶Sure No, thanks

ACDC 2 NETDEALER

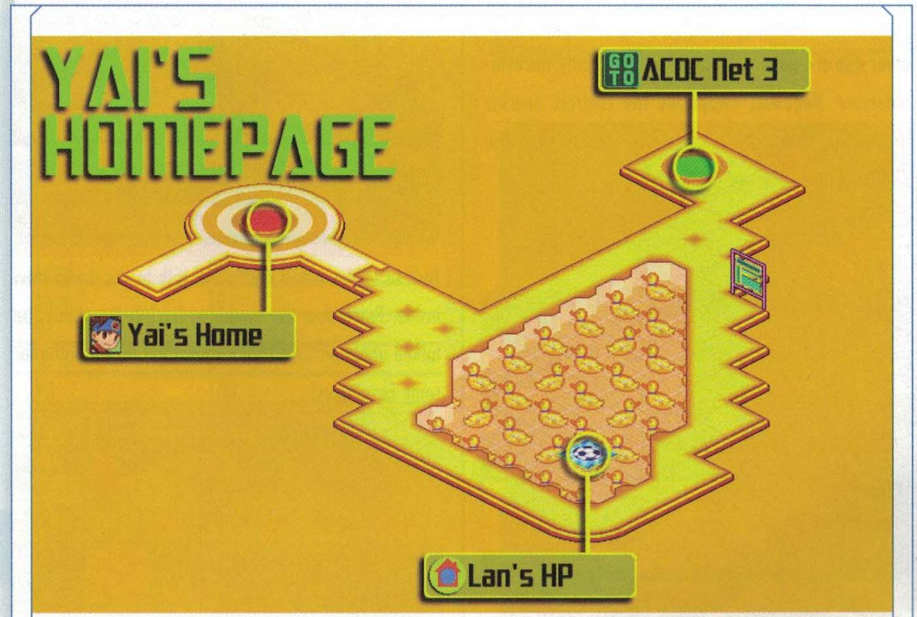
Item	Cost	Stock
HPMemory	1000Z	1
HPMemory	3200Z	1
Bubbler R	800Z	Infinite
EnrgBomb E	2400Z	2
Spreader *	3200Z	1
Tornado L	7600Z	1

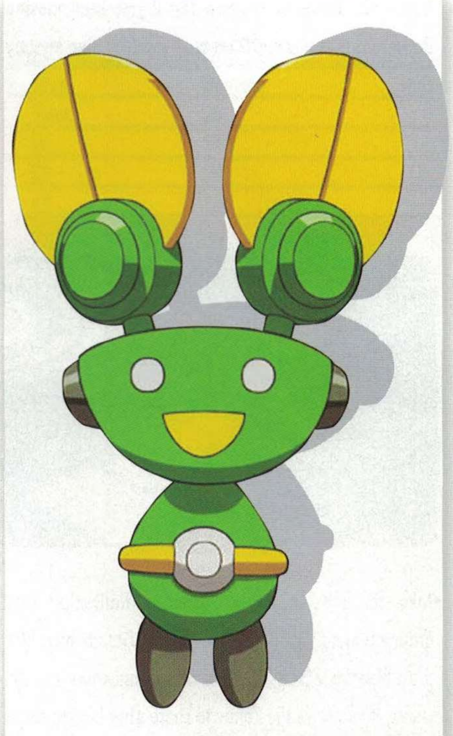


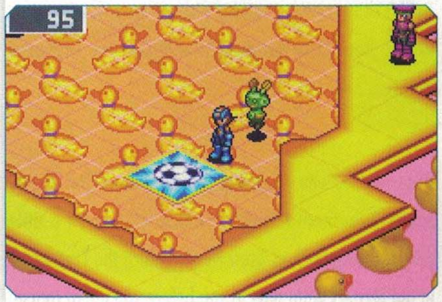
They interrupted my
dessert, so I had
them sleep a while.

You catch up with your quarry in ACDC 3. Unfortunately, he's caught up with GutsMan, Glyde and Roll, made short work of the first two and plans on having the third for dessert! He swoops off with Roll, while GutsMan and Glyde log off for repairs.

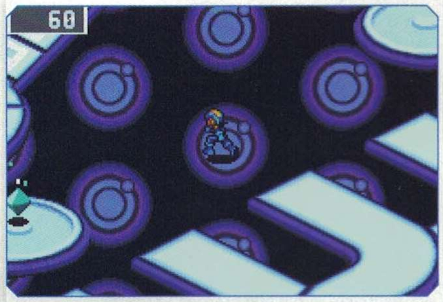
Email now? Open it. Yai's attached the **YaiCode** to the Security Cube that guards her Homepage. Head down and open the Cube, then step into her Homepage.





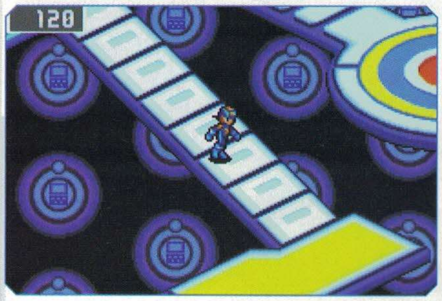


Yai's homepage sure is a popular place. Talk to the various Navis scattered about, and read her Message Board. Talk to the Program in the lower corner, and accept his offer to banner-link to Lan's homepage. Bing! You now have a handy-dandy shortcut between Lan and Yai's Homepages, making crossing the 'Net from Lan's PC all the faster! Return to ACDC Net, then head west into the Town Net.



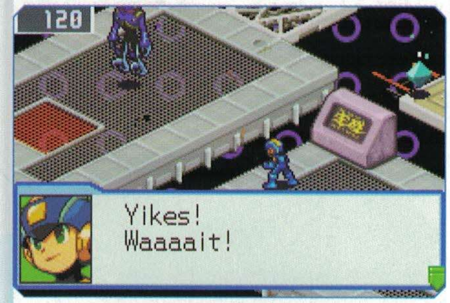
The Viruses here are tougher, so be wary. A hidden path leads to a purple Locked Mystery Data packet, which does you no good now. Return with an Unlocker SubChip to get a tasty **HPMemory**.

Don't take the path to Town Net 2 yet; keep moving down to find a **SandRing *** inside a blue Mystery Data.



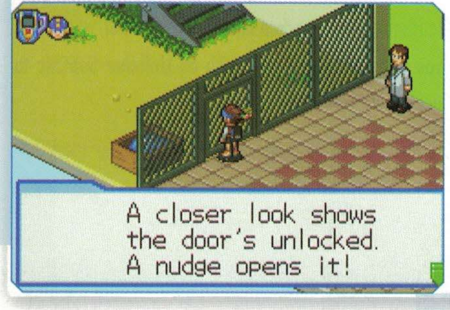
Take the stairs up here to another NetDealer! Run around him and open the Blue Mystery Data behind him for a **Recov30 R**, then return and check out his wares. If you have the Zenny to spare after buying some **HPMemory**, consider picking up a **Cannon C**, the final Chip you need to complete the GigCann1 Program Advance.

Once you're done shopping, return to Town Net 2, and take the northern teleporter, which sets you on a little patch leading back to Town Net 1. Snatch the **Invis *** in the Mystery Data next to you before you go, of course. This Chip should go into your Folder right away.

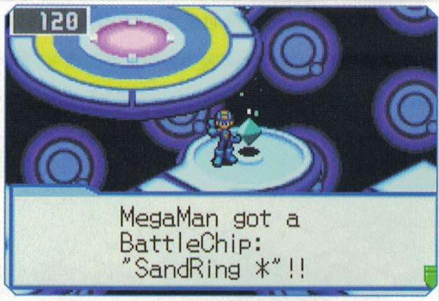


Yikes!
Waaaait!

However, you can't actually *get* to the speaker the normal way; it's putting out deafening tones and the tech there won't let you through. Time to find another way. There was that fence in the other section of Town…



A closer look shows
the door's unlocked.
A nudge opens it!

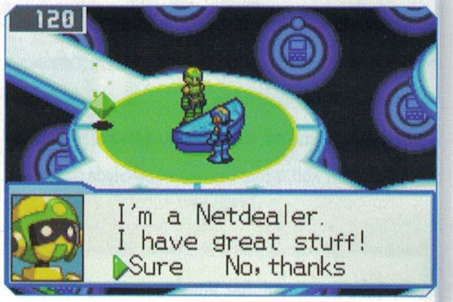


MegaMan got a
BattleChip:
"SandRing *"!!

You can't travel over the thin line here just yet, so keep moving. Head up the stairs, skipping both of the teleporters for now, and heading down the other stairs into Town Net 3.

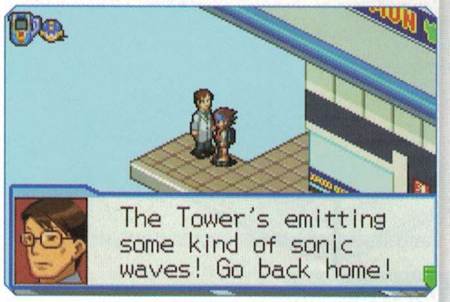
TOWN 3 NETDEALER

Item	Cost	Stock
HPMemory	2500Z	1
HPMemory	6000Z	1
HPMemory	10000Z	1
Cannon C	2000Z	Infinite
Invis *	3300Z	4
Recov80 B	5000Z	3
TimeBomb K	12000Z	1



I'm a Netdealer.
I have great stuff!
▶Sure   No, thanks

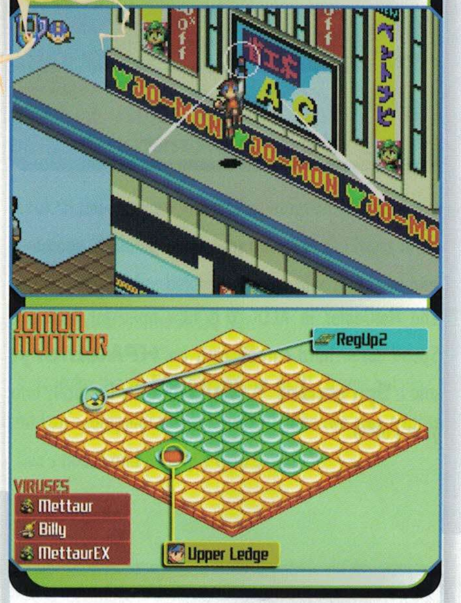
The teleporter at the end of this path leads to a completely new area… unfortunately, it's one on the other side of a gap from that creep! Thankfully, the ever-observant MegaMan recognizes the controls nearby; they're for the monster speaker from earlier! Jack Out and head for Elec Town.



The Tower's emitting
some kind of sonic
waves! Go back home!

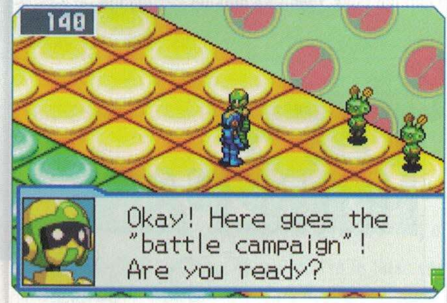
Yep, it opens up! The walkway leads you to the ledge one story up along the Jomon store. Slide along to reach your destination, but stop and check out the signs.

JOMON MONITOR



Aaargh!

Whoops, that won't work either. Lan needs something to block out the noise. Shouldn't an electronics store have something?



Okay! Here goes the
"battle campaign"!
Are you ready?

Jack In to the stereo again and talk to the green Navi inside. Remember the campaign for free Earphones he talked about earlier? That's your ticket in. NetBattle for some Earphones!

OPPONENT: NORMLNAVI.EXE

Operator

Element

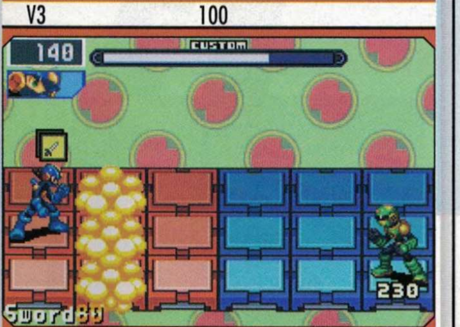
*Level	HP
Store	230
V1	300
V2	800
V3	1200

NormlNavis are standard retail models, very commonplace. What they lack in sophisticated built-in attacks of the variety found in custom Navis, they make up for by being able to use a wide variety of Battle Chips. If they have a Chip marker above their heads like MegaMan, watch out for a Chip attack! In later fights, NormlNavis may also have Viruses backing them up.

You face several NormlNavis throughout the course of the game. Refer back to this section for their base statistics and attacks. Individual Navis' Chip attacks are highlighted as you encounter them.

BOMB

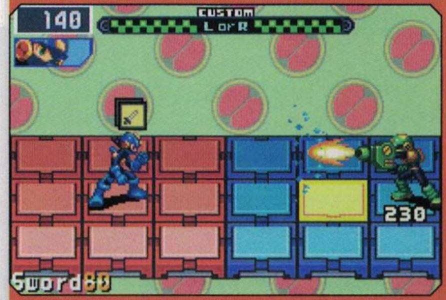
Level	Damage
Store	10
V1	20
V2	60
V3	100



Much like the MiniBomb attack available to MegaMan, this lob attack lands three columns away from the NormlNavi's position. However, this Bomb explodes with a blast covering the panels above and below its impact point. Watch for where it will land, and then simply sidestep.

CANNON

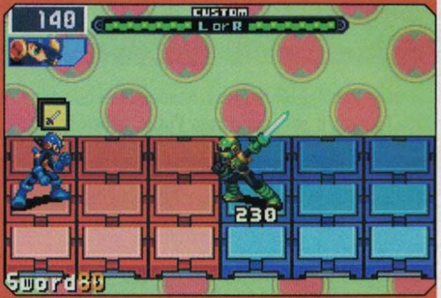
Level	Damage
Store	10
V1	20
V2	60
V3	100



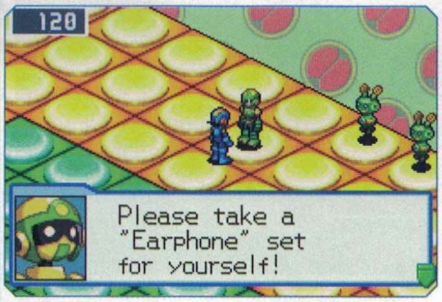
This is a very straightforward, slow-moving projectile attack, moving horizontally. Cannon fire is easily dodged if you keep your distance.

SWORD

Level	Damage
Store	20
V1	30
V2	90
V3	150

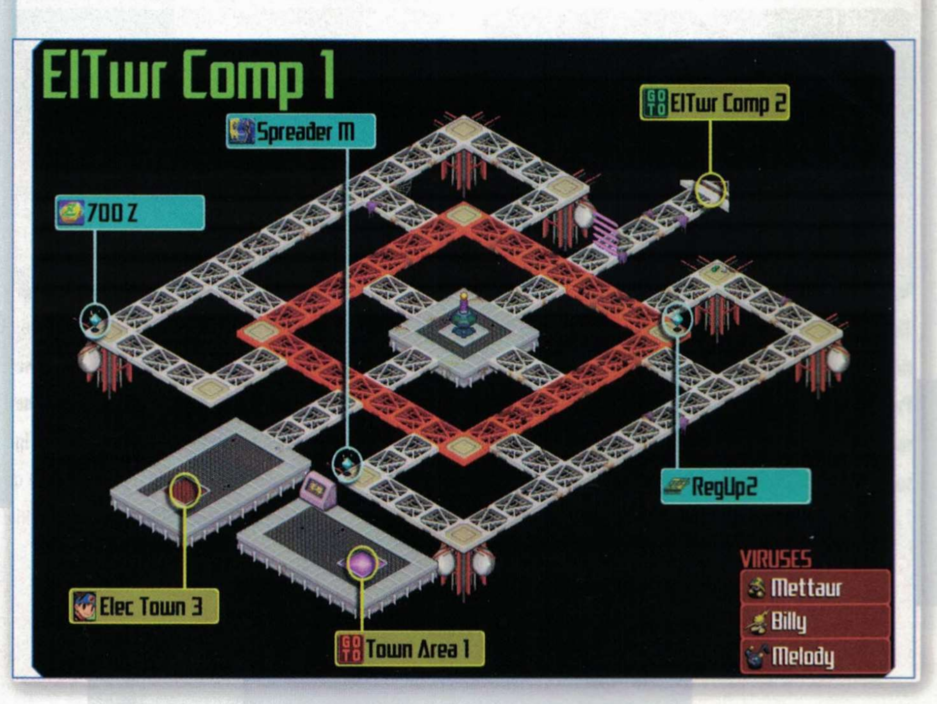


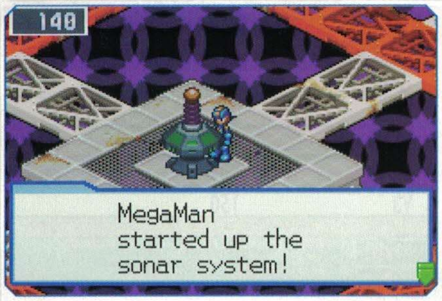
Fighting up-close? NormlNavis have an attack to deal with that too, and it's their most powerful standard attack. Thankfully, it's a normal Sword, which only attacks the Panel directly in front of them. However, some Navis have Fan Chips which pull you towards them, so be wary.



Please take a "Earphone" set for yourself!

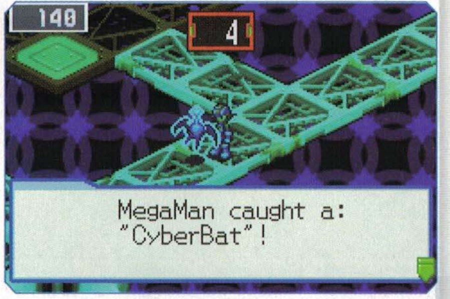
Without any Chip backup, The Jomon Navi falls pretty easily. Now with a set of **Earphones** for the PET, Lan can block out the sonic waves and approach the woofer. Jack In!





MegaMan started up the sonar system!

A gate at the far end of the grid blocks your progress, and the only way to disable it is to remove the Cyber Bats infesting the area. Talk to the Program by the gate to get the **BootDatA**, which enables you to turn on the sonic device in the center of the area, which draws out the Bats. However, the sound waves only last for ten seconds, so move fast! You have to press the A Button when near a Bat to catch it, remember.

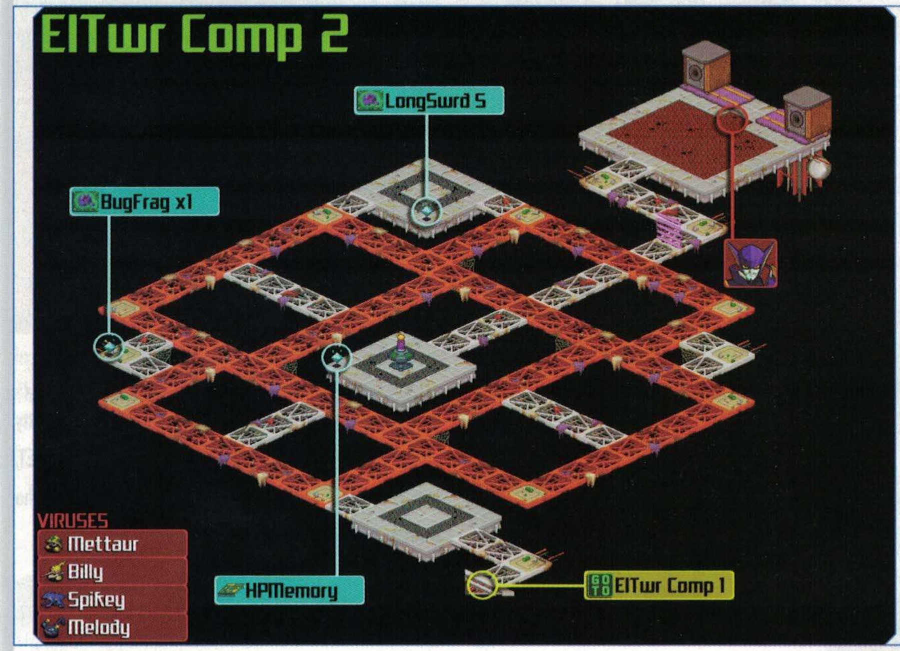


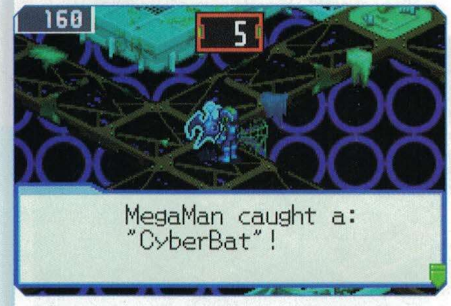
MegaMan caught a: "CyberBat"!

Don't worry if you run across Viruses when trying to catch the Bats; the timer doesn't run down during NetBattles. Although, it can be a little disorienting to be jolted out of a chase, so consider using a DashRun SubChip during the hunt.

Once you have three Bats, return to the Program, who opens the gate for you. Be sure to grab the Blue Mystery Data packets before you leave.

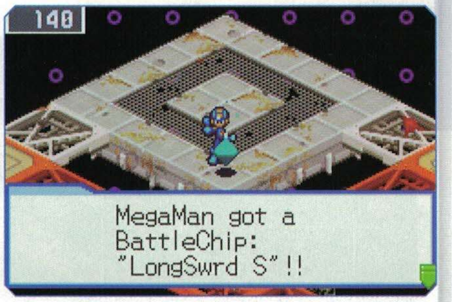
ElTwr Comp 2





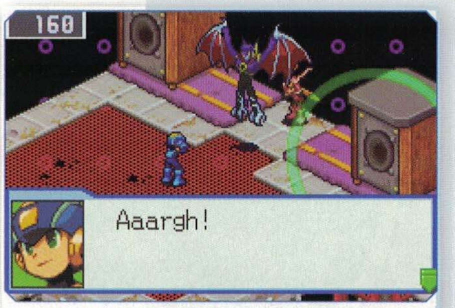
MegaMan caught a: "CyberBat"!

There's another round of bat-hunting to do, and this time it's four of them in a much larger arena! Talk to the Program again to get the **BootDatB** to start the sonic equipment, then get hunting. One of them moves at super-speed, which requires a little more luck to catch.



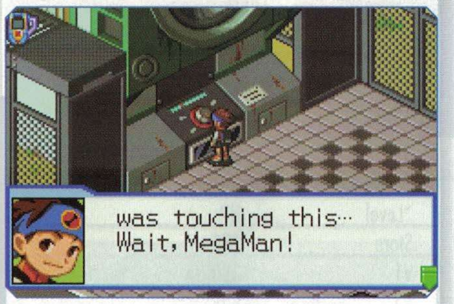
MegaMan got a BattleChip: "LongSwrd S"!!

The Blue Mystery Data packets here are very valuable; **HPMemory** is always welcome, and the **LongSwrd S** is the final ingredient for the LifeSwrd Program Advance, and should certainly go in your Folder.



Aaargh!

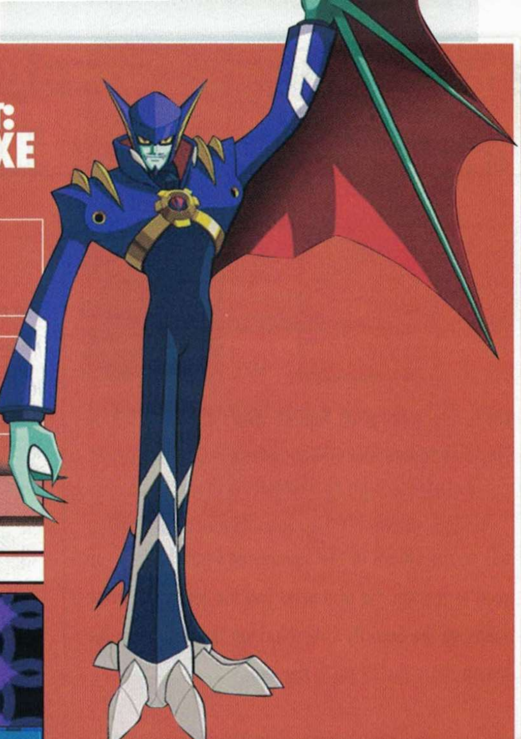
With the gate gone, the path to ShadeMan is open. But he's got another noisy trick up his sleeve; the speakers to each side unleash a sonic assault, paralyzing Mega and Roll. Good thing he follows standard villain routine and enjoys suffering, giving Lan a chance to save the day!



was touching this… Wait, MegaMan!

The answer is simple. Turn the stupid speaker off! Head to the control panel on the ground level, and click! MegaMan now has a clear shot at Shadey.

OPPONENT: SHADEMAN.EXE



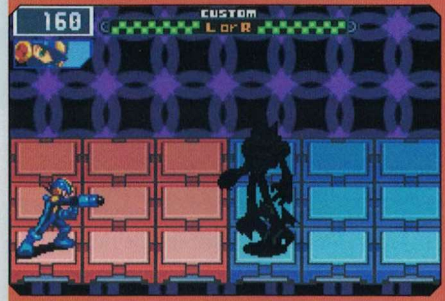
Operator

—

Element

HP CHART

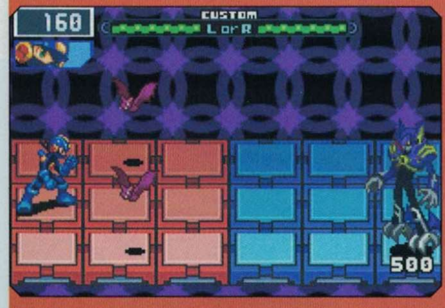
Level	HP
V1	500



Your first encounter with ShadeMan does not go well at all. ShadeMan has the Dark Power, which renders all of MegaMan's attacks useless. But, peg him with Chips anyway, as they do prevent him from using his own attacks. Be careful, though, as he is able to warp into your side of the field.

RED WING

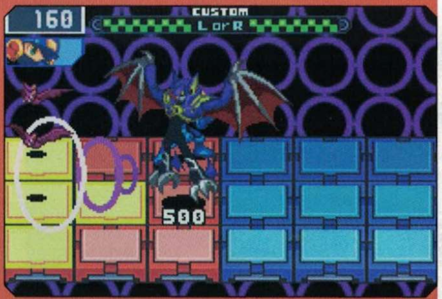
Level	Damage
V1	20



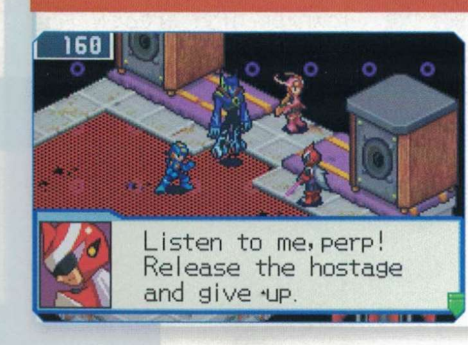
ShadeMan releases a pair of bats into your side of the field. Though they can change direction to seek out MegaMan, they can only do so once. Blast them with the MegaBuster to clear them out, or simply outflank them.

NOISE CRUSH

Level	Damage
V1	20

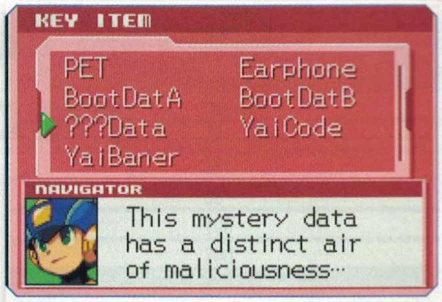


A paralyzing sonic screech, this attack reaches two panels horizontally, spreading out to cover three vertical panels on the further end. You have a second to retreat before the sonic waves enter the second column, so back off and counterattack.



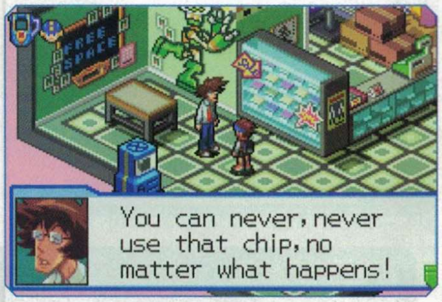
Listen to me, perp!
Release the hostage
and give up.

Even though you cannot damage ShadeMan, keep fighting. The battle ends soon enough. ProtoMan shows up on the scene, and ShadeMan beats a retreat, but not without leaving a little something behind.



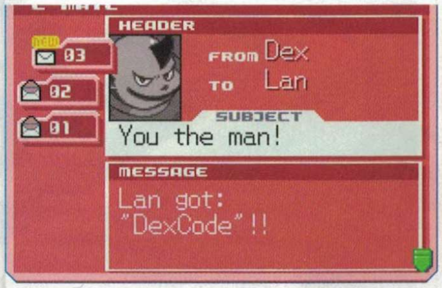
This mystery data
has a distinct air
of maliciousness…

With the odd item in hand, Lan and MegaMan return to ACDC Town. Head to Higsby; he's the resident expert on weird stuff.



You can never, never
use that chip, no
matter what happens!

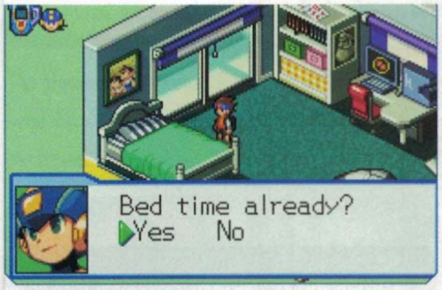
Oh, Higsby does not like what you've got there. It's a piece of the Dark Soul, which grants incredible power, but taints the soul of Navis who use it. This is a Bad Thing.



You the man!

Lan got:
"DexCode"!!

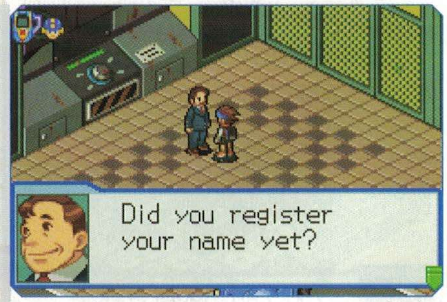
After Higsby's warning, Lan gets a new email from Dex. Open it up and get his **P-Code**, unlocking his Security Cube and allowing you free access to the net from Dex's PC. This proves to be a valuable shortcut later on.



Bed time already?
▶Yes No

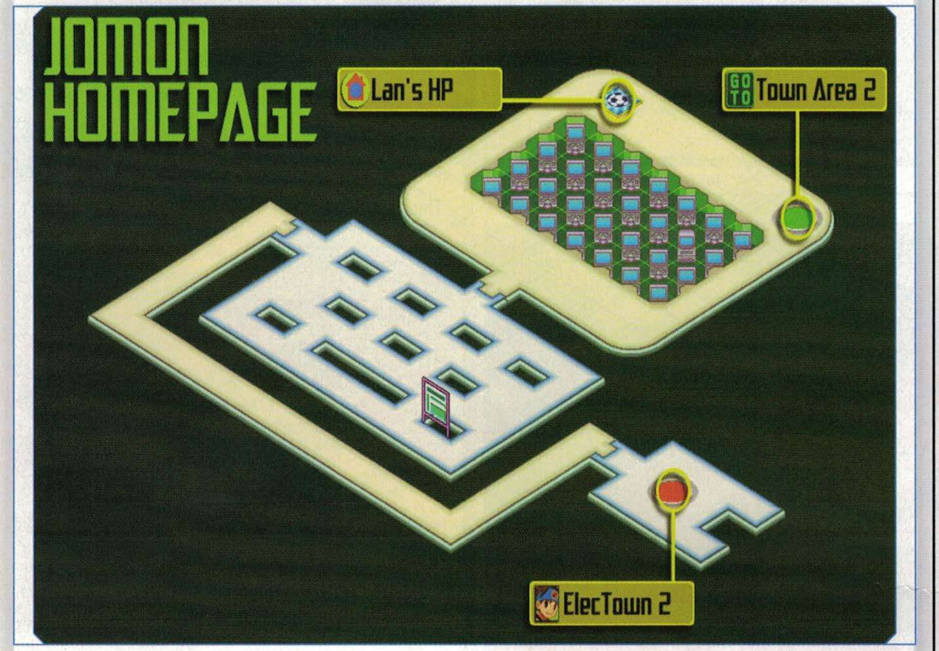
Not much more to be done today, unless you want to do a little Zenny-building and clear out the HPMemory stock available to you, which is a good idea, actually. There are few problems that can't be solved by about fourteen hours of sleep or so, so go do that.

den battle/city battle tournament
part 2: story of my life

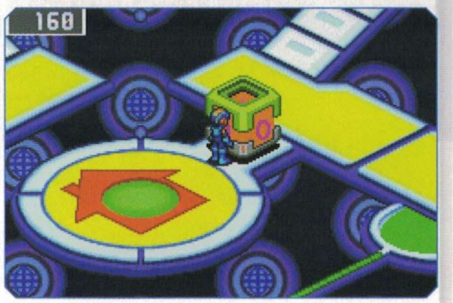

Did you register your name yet?

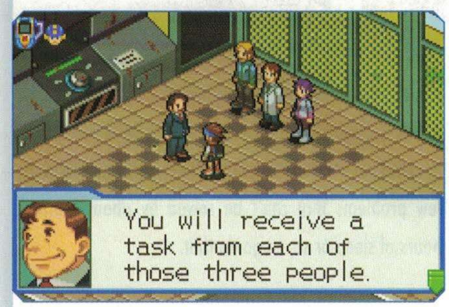
Lan's late waking up again? Who's shocked? Get to ElecTown Square, the preliminaries await!

Talk to the official in the Square; he's got the info you need to register. He also gives you the JomonCd, which opens up the Security Cube blocking the path from the Jomon HP in the TV set to the 'net.



Jack In to the TV on the other side of Jomon from the stereo. Once you've explored the Jomon HP, head out to the net. Use the JomonCd to open up the Security Cube, and make your way to Town 3.



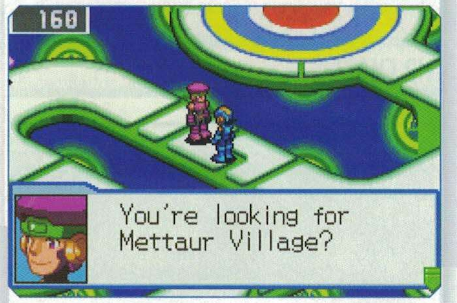

You will receive a task from each of those three people.

The Navi is along the yellow path, just before the blocked passage. Enter your initials, or whatever three-letter combo suits your fancy. Once you've done that, yank Mega from the net and return to the Square.

The prelims consist of three different tasks. You can take them in any order you wish, but you must complete all three to move on.

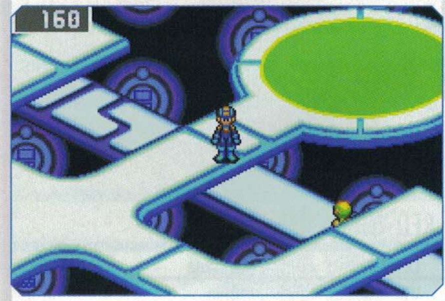
METTAUR VILLAGE

The man on the left has left some vital data in the fabled Mettaur village. He points you to a Navi in ACDC 2. Jack in to the Jomon TV and get moving.

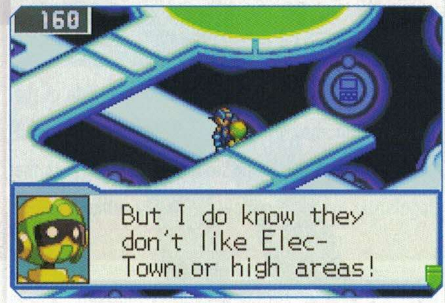


You're looking for Mettaur Village?

Talk to the purple Navi wandering quickly back and forth in the upper fork at ACDC 2. Naturally, he sends you to find *another* Navi. Nothing's ever easy. He's hiding in the Town Area.



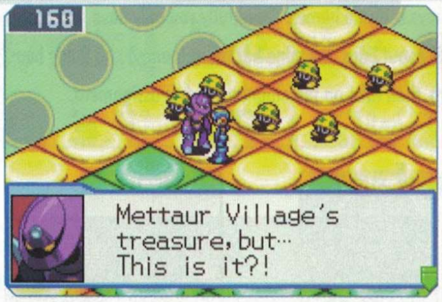
It's quicker to simply Jack Out then Jack In again, putting you in Town 2, if you don't feel like fighting your way through the maps. Now, move into Town 3. See that Navi head on the lower level? That's the guy.



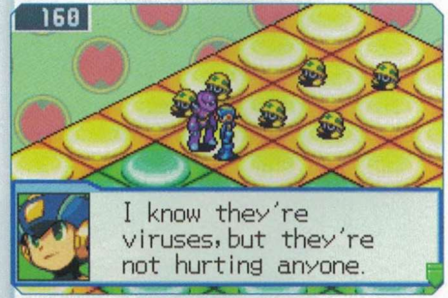
But I do know they don't like Elec-Town, or high areas!

Take the teleporter on the far left near the stairs to reach the lower level, then talk to the hiding Navi. Remember that he's a huge liar, and apparently stupid to boot. Hates ElecTown and high areas, hmm?

Jack Out and head for the highest spot in Elec Town. The Monitor on the upper ledge of Jomon's is the place to be. There's a purple HeelNavi there, along with a bunch of Mettaurs. Thankfully, he has the LabData you need to complete this assignment, and he hands it over.



Mettaur Village's
treasure, but…
This is it?!



I know they're
viruses, but they're
not hurting anyone.

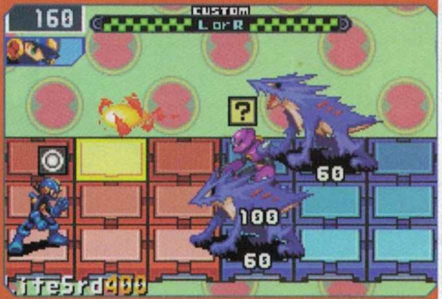
Unfortunately, he's not going to be so nice to the Mettaurs, despite the fact that they are of the tame variety. (Maybe they're bred from the tamed Viruses from *MegaMan Battle Network 3*.) He doesn't take kindly to MegaMan's lack of bullying. It's NetBattle time!

OPPONENT: HEELNAVI.EXE

Operator

Element

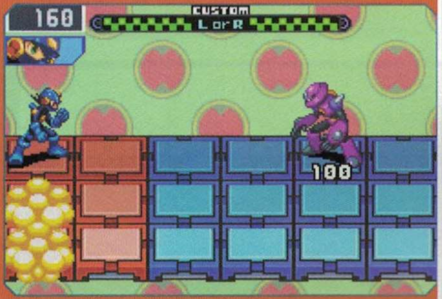
Level	HP
Monitor	100
V1	300
V2	800
V3	1100
SP	1400



HeelNavis are similar to NormlNavis. This one is also packing a pair of Spikey Viruses as backup. With his low HP, it won't take much to bring him down, but those Spikeys can get in the way. He also has an AreaGrab Chip waiting in reserve to reduce your running room.

MINIBOMB

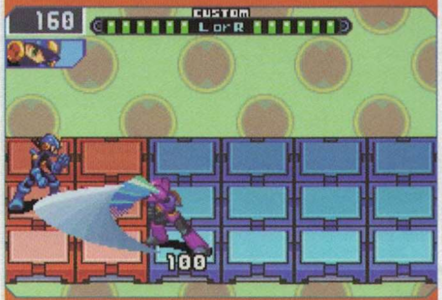
Level	Damage
Monitor	20



This Chip is the same as the NormlNavi's MiniBomb, only without the range limitations. When it is lobbed into MegaMan's field, it explodes on contact and damages the Panels above and below it.

FIGHTER SWORD

Level	Damage
Store	20
V1	20
V2	60
V3	100
SP	200

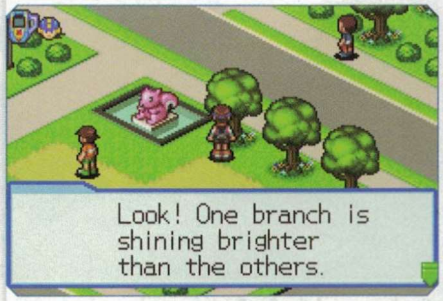


Slicing across three Panels, the HeelNavi's Fighter Sword gives him some impressive reach. Sidestep and counterattack.

Once the HeelNavi's been taken down, all that remains is to return to the Square and hand over the LabData. One down, two to go!

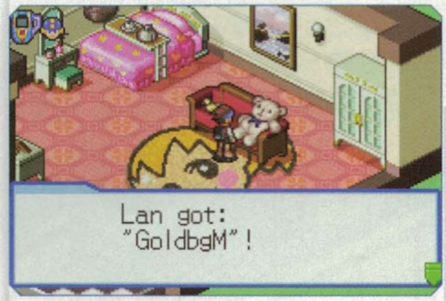
GOLDBUGS

The middle scientist sends you on a bug hunt. He's looking for gold-colored stickbugs, and he doesn't leave you much info. He says that they like greens and sometimes peoples' homes.



Look! One branch is
shining brighter
than the others.

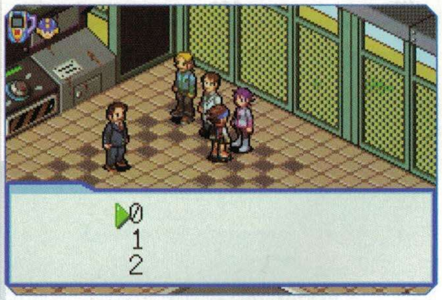
The greenest place around is the park in ACDC Town, so head there. Check the trees; there's the **GoldbgF** among the leaves.



Lan got:
"GoldbgM"!

The next one's only slightly less easy. The only other clue you have is inside homes. Thankfully you only have four places to check. In Yai's house, you'll find her screaming her head off about bugs. Examine her room, namely the teddy bear. The **GoldbgM** is hiding underneath. Head back to the Square, then take on the enigmatic lady's assignment.

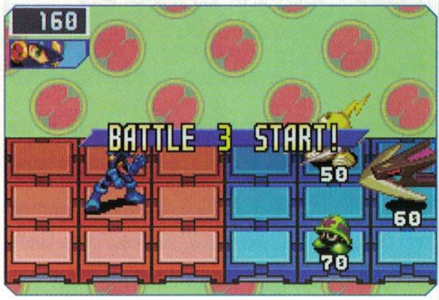
Enigmatic Lady



First she wants to start you off with some test questions. Answer whatever she asks correctly, then she gets to the real assignment.

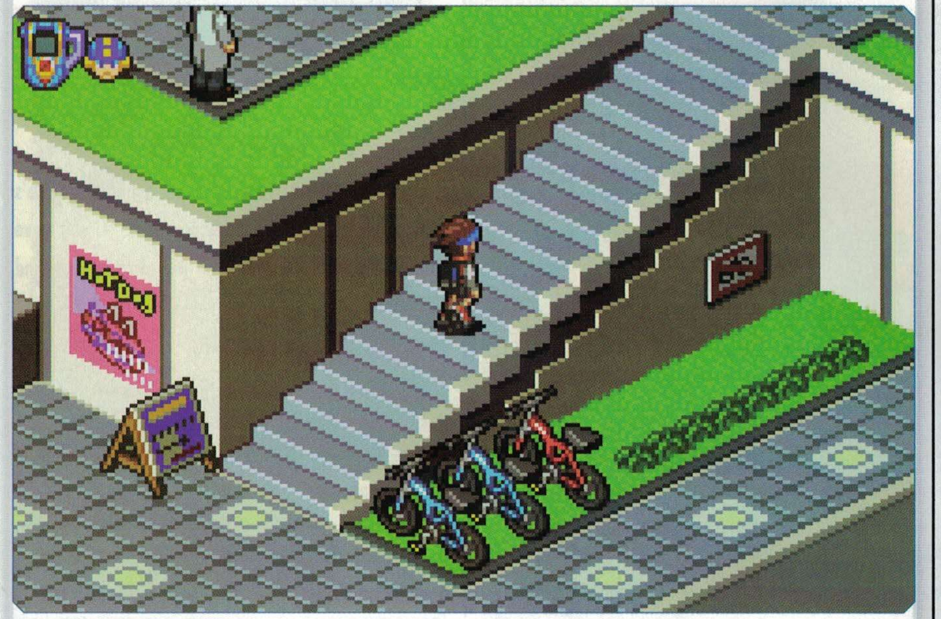
PET CLEANING BATTLES

Battle 1	Mettaur x2, MettaurEX
Battle 2	Spikey x2
Battle 3	Billy, Boomer, MettaurEX



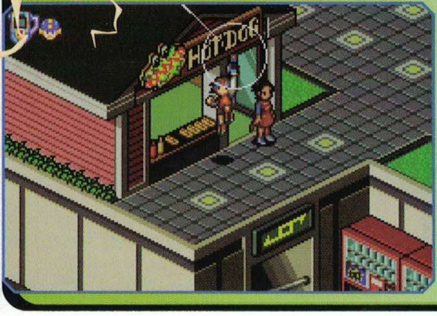
She wants you to clear her PET of Viruses. You've got some fights ahead of you, so make sure you have your best Chips ready to go; you're in for a three-battle survival run.

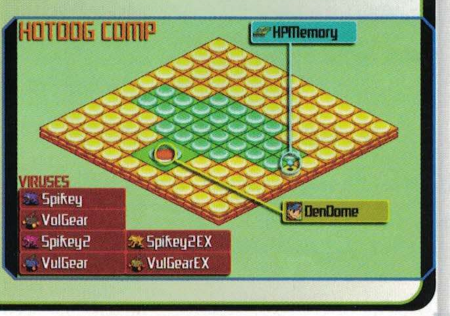
With all three tasks completed, the prelims are over. You're sent to a new location, the DenDome. Take the Metroline, and get ready for the next leg of the competition.



Wander around the DenDome grounds, exploring and talking to people. Always check for hidden stuff and Jack-In points!

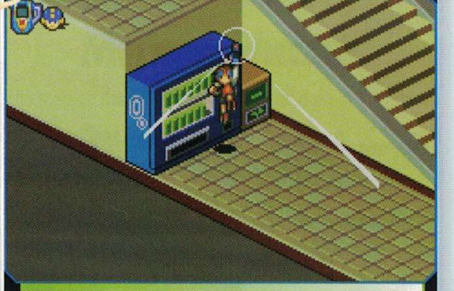
Hot Dog Stand

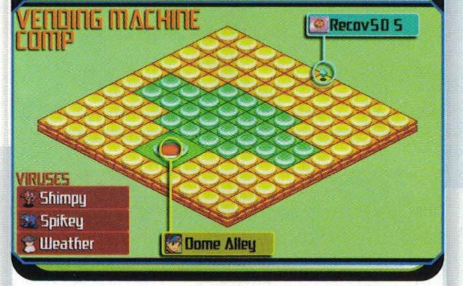




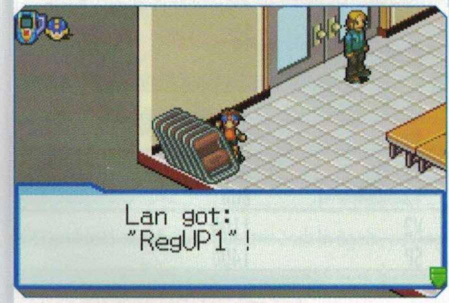
You can't enter the Dome from the front entrance. Thankfully, you can use the side. Explore what you can.

Dome Vending Machine





Head up the stairs and into the next room. There's a RegUp1 hidden in the folded chairs in the west corner of the locker room. Check the garbage bags at the other end for a Lotto Number. You can't make use of it yet, but write it down for future reference.



Lan got:
"RegUP1"!

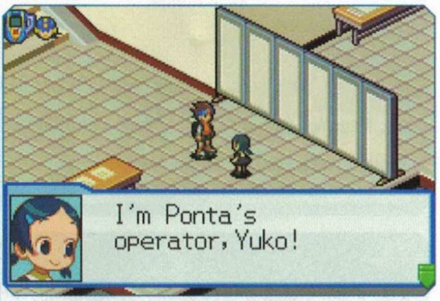
With everything you have now, talk to the man in front of the door to get the next leg of the Tournament going. Once you've talked to him, check the pairings board to see who you're up against first.

From this point, the storyline branches out. Who you face as you head up the Tournament ranks is determined at random. Skip ahead to the appropriate chapter once you've determined which opponent you're facing.

Den Battle/City Battle Tournament
Part 3.1: Am I Awake?

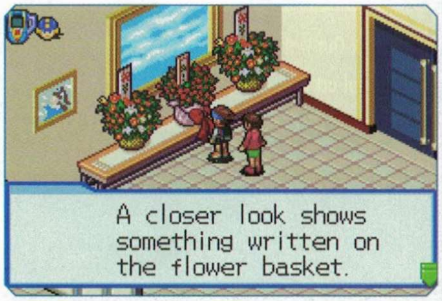
Boss: Ponta (NormlNavi)

A girl named Yuko is your opponent at this leg of the Tournament. It's always a good idea to check out the competition before a match, so go wandering.

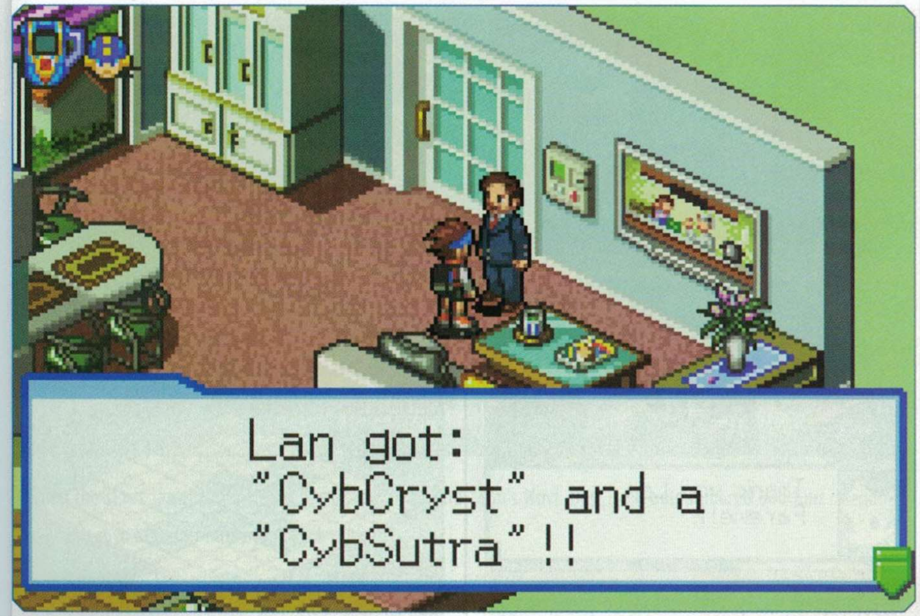

I'm Ponta's operator, Yuko!

Yuko sneaks up on Lan once he reaches the lower level of the Den Dome. After a round of flattery, she runs off, expecting Lan to follow. Well, what else do you have to do today?

Once you get outside, re-enter the Dome from the front entrance before you talk to Yuko. Examine the flowers on the table to find another **Battle Chip Challenge NaviCode**. Write it down!


A closer look shows something written on the flower basket.

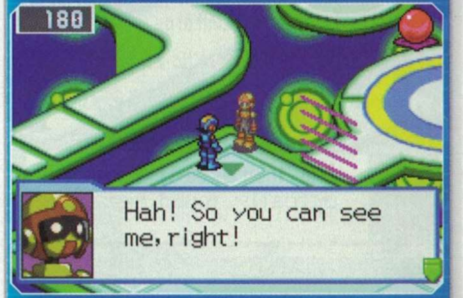
Talk to Yuko outside the Dome. She wants to play tag, and you're pretty much obligated to be It. One failure to tag Yuko later, and Mom interrupts with an email about a visitor. Time to call off the game and head home.


Lan got:
"CybCryst" and a
"CybSutra" !!

Someone claiming to be Yuko's dad is waiting in Lan's living room, and he has a strange tale to tell. Yuko somehow is able to summon Navi "ghosts", even if she doesn't mean to. Her dad gives you a **CybCryst** and **CybSutra** to help you track down these Navi ghosts. Once the Crystal turns red, start hitting A to flush out the Navis. Jack In to Lan's machine and get busting.

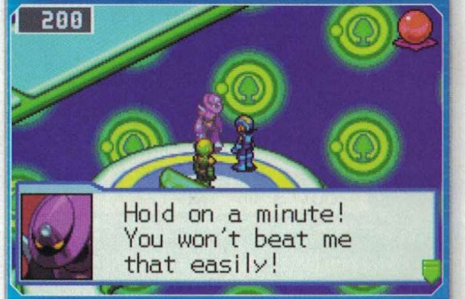
GHOST HUNTING

You need to find and defeat the four troublemaking Navi ghosts, but there are many more out there wandering the net that are non-threatening. Some of these Navi even give you prizes for helping them to the other side!



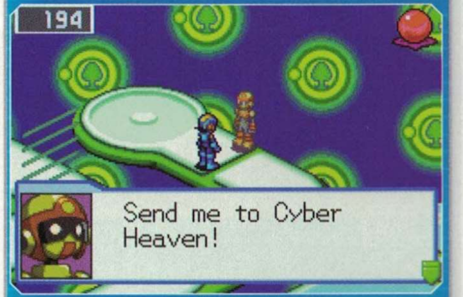
Hah! So you can see me, right!

This Ghost Navi in ACDC 1 means no harm. Send him off.



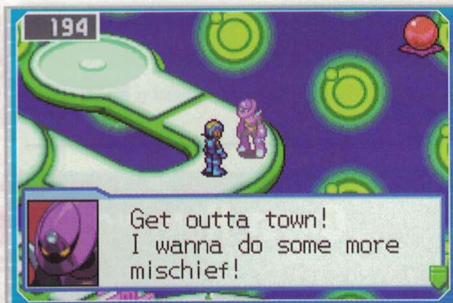
Hold on a minute! You won't beat me that easily!

In ACDC 2, this ghost Navi sends a pair of MettaurEXs against you.



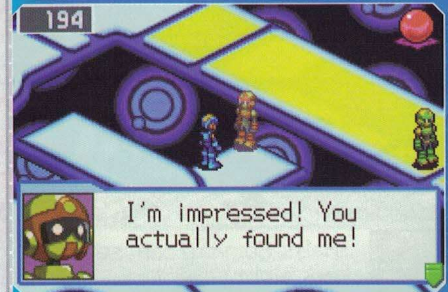
Send me to Cyber Heaven!

There is also a rather generous Navi in ACDC 2 who gives you **3000Z** for sending him to the other side!



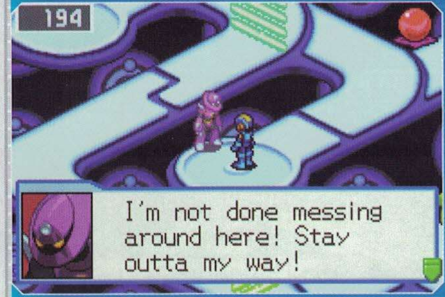
Get outta town!
I wanna do some more
mischief!

ACDC 3 has another vicious ghost Navi, a pair of MettaurEXs, and a Boomer.



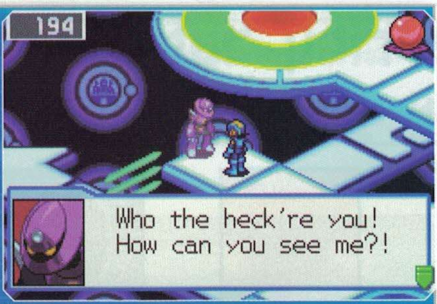
I'm impressed! You
actually found me!

This Navi Ghost in Town 1 leaves you a **BugFrag**.



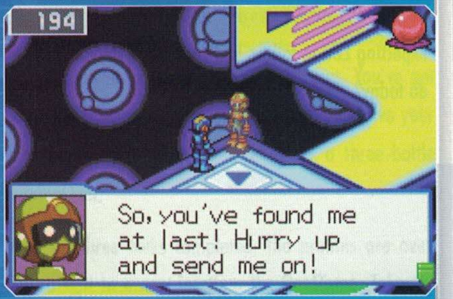
I'm not done messing
around here! Stay
outta my way!

Town 1 also has an evil ghost with a pair of Melody Viruses.



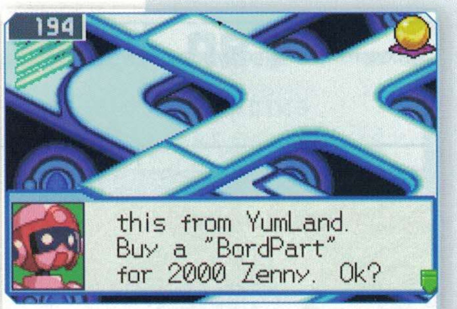
Who the heck're you!
How can you see me?!

In Town 2, this final evil ghost wants one last rumble. He has two MettaurEXs and a VacuumFan to make things interesting.



So, you've found me
at last! Hurry up
and send me on!

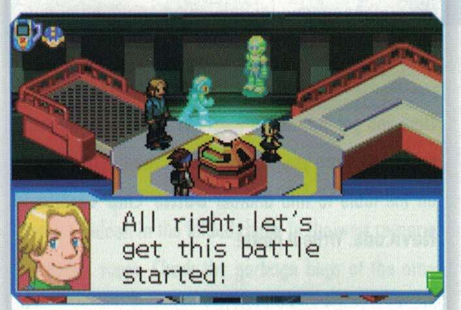
Don't Jack Out yet! Go to Town 3 to find this ghost whose final act is to give you a hint. Press A while wandering ACDC Park to get the **EnergBom E Chip** that he left there for you.



this from YumLand.
Buy a "BordPart"
for 2000 Zenny. Ok?

While you're exploring Town 2, go to the lower level and find this hidden Navi. He's selling a **BordPart** for 2000Z. Go ahead and pay the Navi because this part is very handy later on.

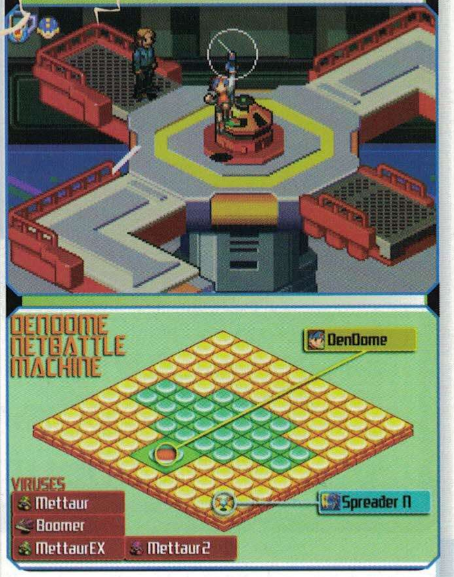
Now that the 'net's been exorcised, talk to Yuko's dad again. MegaMan reminds Lan that their match is about to begin, so return to Den Dome!



All right, let's
get this battle
started!

Go through the locker room and take the final door that leads to the stadium proper. Yuko's there, and ready to NetBattle. Get your best Chips ready!

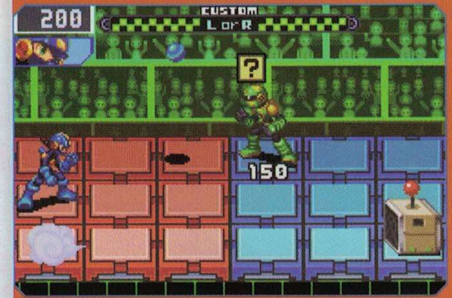
DENDOME NETBATTLE MACHINE



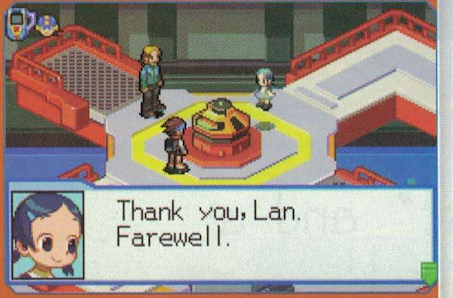
OPPONENT: PONTA.EXE

Operator: Yuko

Element



Ponta's a Level 1 NormlNavi; tougher than the Jomon store Navi, but not a whole lot. Be careful, Yuko is also packing Wind and Fan Chips to throw you around the field. She also has a Recov50 chip that will prolong the battle if you take too long. Take Ponta out, and you're one step up on the Tournament ziggurat.



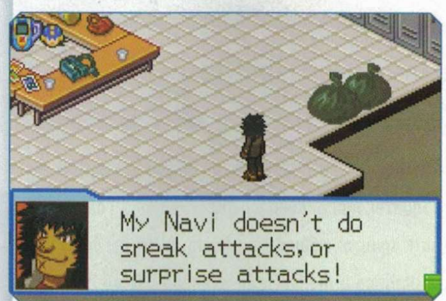
Thank you, Lan.
Farewell.

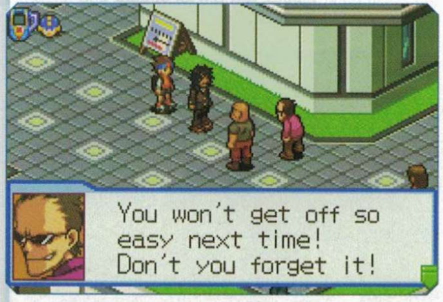
This is just plain freaky. Yuko herself is a ghost, and she finally goes peacefully to the great beyond with this defeat. Weird. Once Yuko vanishes, you have control of Lan again. Time for the next leg of the Tournament! Head back to the locker room to see how the others fared, and who's next.

den battle/city battle tournament

part 3.2: Fight song!

Boss: HeelNavi

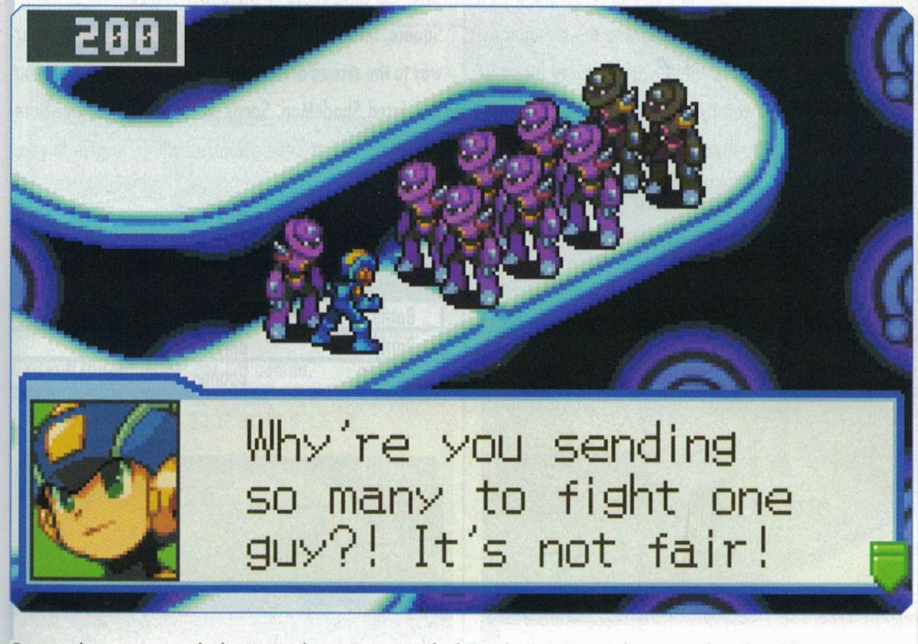

My Navi doesn't do sneak attacks, or surprise attacks!


You won't get off so easy next time! Don't you forget it!

Your opponent is Tetsu, a big guy with a scary Navi. Thankfully, he's also a good guy with a real sense of honor.

Outside, a pair of thugs try to shake Lan down for ungodly amounts of money, but Tetsu comes in to deliver some beatings. Afterwards, he leaves for ElecTown. Lan and Mega decide to thank him.

Tetsu is in ElecTown Square facing off against the thugs again. Lan steps in, warning Tetsu that he'll be disqualified if he's caught brawling. This gives the thugs an idea; beat Tetsu in a NetBattle! They head off to Town 3. You should too!



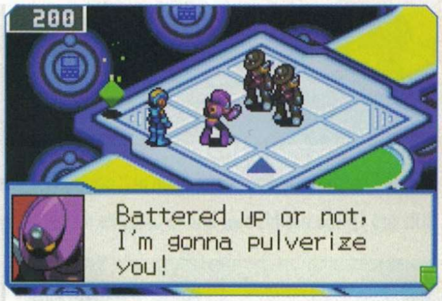
Why're you sending so many to fight one guy?! It's not fair!

Run up the stairs towards the NetDealer in Town 3 to find Tetsu's Navi. Boy, is he outnumbered and hurt. MegaMan steps in to save him. Get ready to duke it out!

HEELNAVI GANG BATTLES

Battle 1	MettaurEX, HeelNavi
Battle 2	Billy, HeelNavi
Battle 3	Spikey, HeelNavi
Battle 4	Melody, HeelNavi
Battle 5	Boomer, HeelNavi
Battle 6	VolGear, HeelNavi

The leader Navis Beat a retreat, and call up their reinforcements. This time around, you have to take on *three* HeelNavis at once. One of them is always packing an AreaGrab. These are three really tough fights, but at least you get to use some recovery SubChips between them.



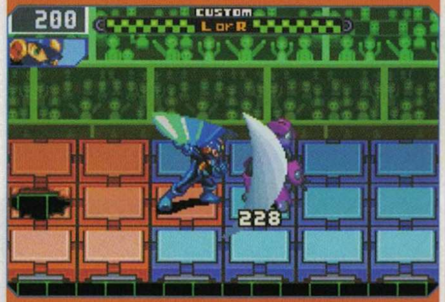
Battered up or not, I'm gonna pulverize you!

Tetsu's Navi shows up to finish off the bosses. Two deleted HeelNavis later, it's off to the DenDome for your fight final fight with Tetsu. Go through the double doors in the locker room to start the match.

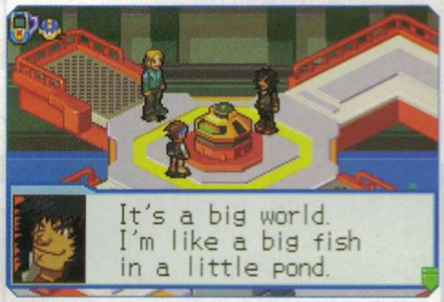
OPPONENT: HEELNAVI

Operator: Tetsu

Element

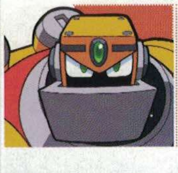


Tetsu's HeelNavi is tougher than the palookas you clobbered. This Navi has 300 HP, an AreaGrab, and the ability to summon Viruses to attack for him. Still, the basic strategy is the same.


It's a big world. I'm like a big fish in a little pond.

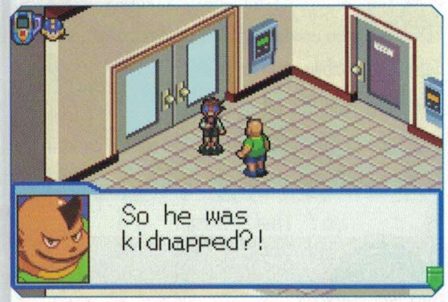
Tetsu takes his defeat well, vowing to train harder and beat Lan next time. Jack In to the NetBattle Machine for a **Spread N Chip**, and leave the studio to start your next bout.

Den Battle Tournament
Part 4.1: Gut Feeling



Boss: GutsMan.EXE

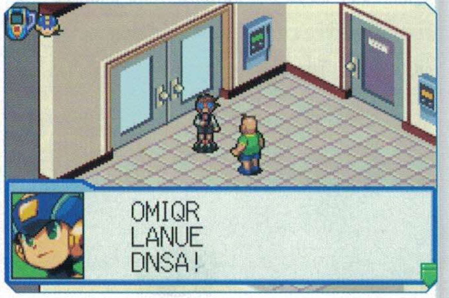
Lan and Dex get another chance to go at it again. While the two rivals exchange some friendly competitive banter, Dex's little bro Chisao has his own less-than-polite things to say.



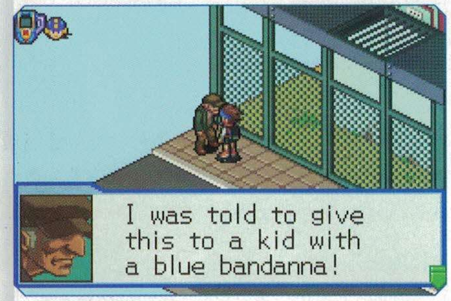
So he was
kidnapped?!

You don't get very far before Dex comes back. Chisao's missing! Some might consider that a positive, but Dex is a friend, so you're obligated to find the little menace. An anonymous email claims to have him, and demands you go clue-hunting to save his life.

The first clue doesn't make any sense if you read it normally. Try reading it in columns rather than rows, and you get the answer. Go to the ElecTown Square!

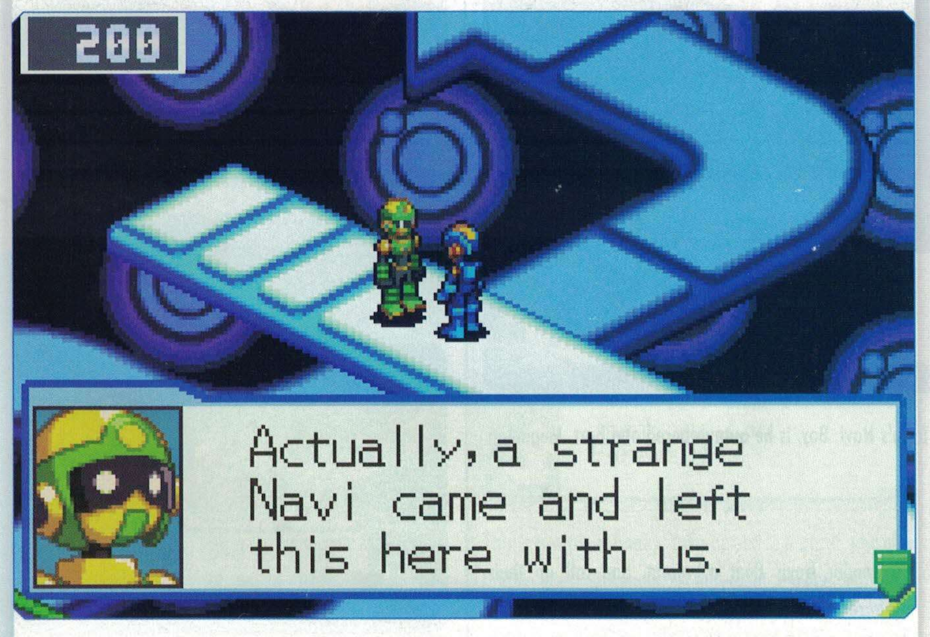


OMIQR
LANUE
DNSA!



I was told to give
this to a kid with
a blue bandanna!

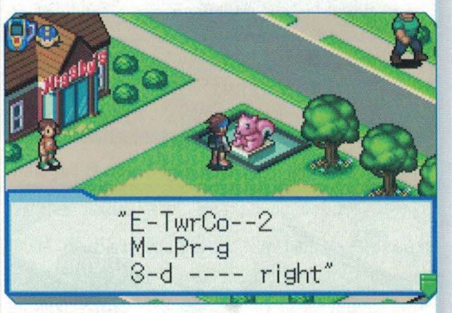
Go to the end of the Square and talk to the old man to get the **Memo**. Read it in the Key Items menu for your next clue, another weirdly-scribbled note. This one's simple to decipher. Try reading it backwards. "The green Navi is in town area three!"



Actually, a strange
Navi came and left
this here with us.

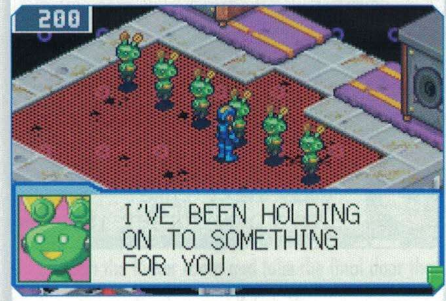
Jack In to the Jomon HP from the TV, and head into Town 3. The Navi you're after is behind the NetDealer. He hands over the **HintData**, which you have to read in the Key Item menu just like the Memo. Whoever wrote these isn't horribly crafty. Jack Out and return to the DenDome.

Enter the Dome through the main entrance, and check out the center flower arrangement. There's nothing there, but it doesn't matter much; Chisao manages to fire off an email. Park squi-?



"E-TwrCo--2
M--Pr-g
3-d ---- right"

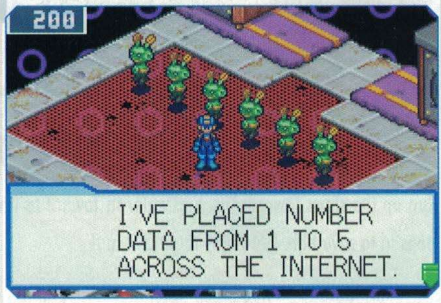
There's only one park so far, and certainly only one squi-. Squirrel, that is. Read the minor vandalism on the ACDC park squirrel stature, and try to fill in the holes. Your destination is the ElecTower Computer. Good thing Lan's got those roller blades, this is a *lot* of back-and-forth.



I'VE BEEN HOLDING
ON TO SOMETHING
FOR YOU.

Take the back route to the upper level of the ElecTown Square, and Jack In to the speaker computer. Make your way to the second area and all the way back to where you first faced ShadeMan. Speak to the third Program from the right. He has been given something to give to you, ***VIRUSES!***

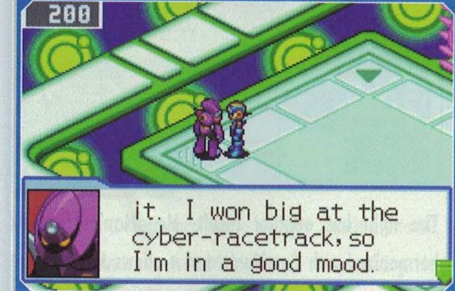
ELTWR 2 PROGRAM BATTLES	
Battle 1	Boomer, MettaurEX x2
Battle 2	Billy, Melody x2
Battle 3	Boomer, MettaurEX, Melody



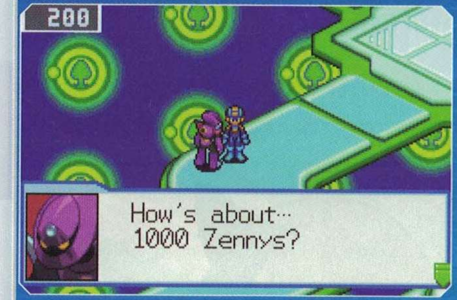
I'VE PLACED NUMBER
DATA FROM 1 TO 5
ACROSS THE INTERNET.

Once the Viruses are out of the way, Lan gets a call. The kidnapper certainly loves elaborate ploys, and now Lan and Mega have to hunt down five Navis on the net who have the kidnapper's data. Whoof. They're all HeelNavi types, so at least they stand out.

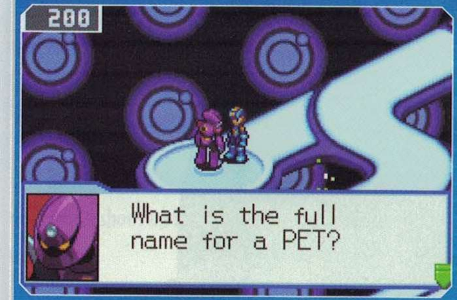
KIDNAP DATA


it. I won big at the
cyber-racetrack, so
I'm in a good mood.

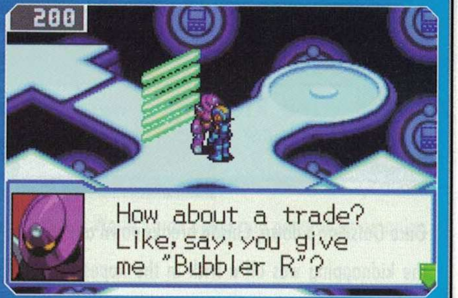
In ACDC 1, this HellNavi gives up the **Data1** freely.


How's about…
1000 Zennys?

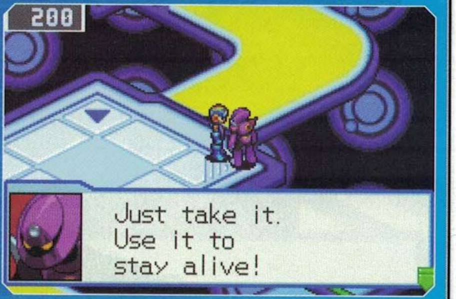
The HeelNavi in ACDC 3 wants 1000Z for the **Data2**. Fork it over.


What is the full
name for a PET?

This Navi in Town 1 quizzes you for his **Data3**. Answer with "Personal Terminal", "Giraffe", "Jomon", "Nanako", and "Hotdog".

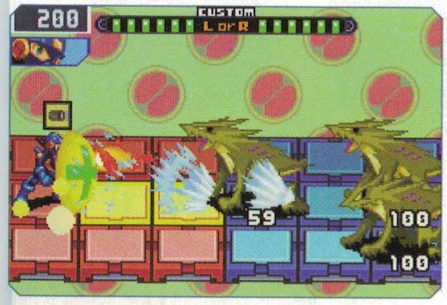

How about a trade?
Like, say, you give
me "Bubbler R"?

In the lower level of Town 2, you need a Bubbler R to trade for the **Data4**. Buy one in ACDC 2 if you don't have one yet.

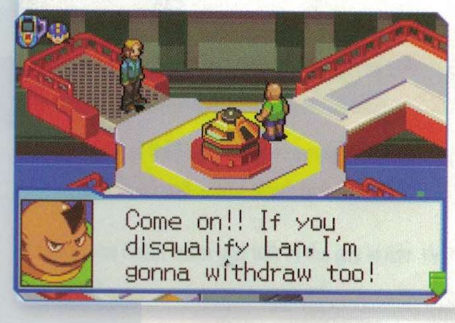

Just take it.
Use it to
stay alive!

Town 3 is the last place to search. The HeelNavi challenges you to a NetBattle after forking over the **Data5.** He only has 100 HP, but he has a pair of MettaurEXs backing him up plus an AreaGrab Chip.

With the complete set of data, Jack Out and return to the ElecTown Square. One last challenge awaits; clearing the Viruses the kidnapper has left behind.



Good doggies. A trio of SpikeyEXs stand between you and Chisao. Trash them quickly (wide-effect Chips are good), and Chisao's a free boy.


Come on!! If you
disqualify Lan, I'm
gonna withdraw too!

Book it back to DenDome. Dex has been refusing to accept a forfeit victory, even though Lan is late. Now that Chisao's back, the fight can get underway. Battle routine set!

OPPONENT: GUTSMAN.EXE

Operator: Dex

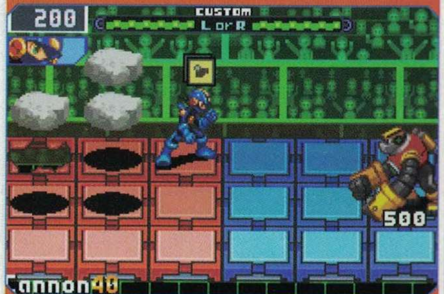
Element

GutsMan's learned a few new tricks since the last time you fought him. In fact, his repertoire is largely new. However, he's still slow and a crafty Navi can run, dodge his moves, and follow up with his own. Keep your distance and whale on him.

Level	HP
V1	500
V2	900
V3	1300
SP	1700

GUTSQUAKE

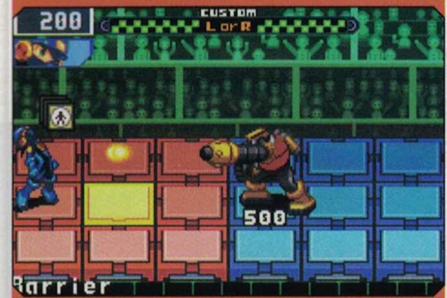
Level	Damage
V1	20
V2	80
V3	160
V4	200



A variation on one of Gutsy's old moves, the GutsQuake, is a ground-pounder that only cracks one random Panel on MegaMan's side (more Panels when you face more powerful versions). The real threat comes from the rubble that drops from the sky. Watch the shadows and dodge.

GUTS-MACHINEGUN

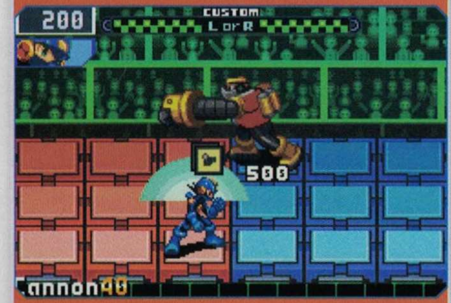
Level	Damage
V1	5
V2	15
V3	30
V4	50



GutsMan's traded in his shockwaves for a more rapid-fire projectile move. While individual bolts don't do much damage, it does build up. Thankfully, the gun only reaches across three Panels, which can leave you an opening.

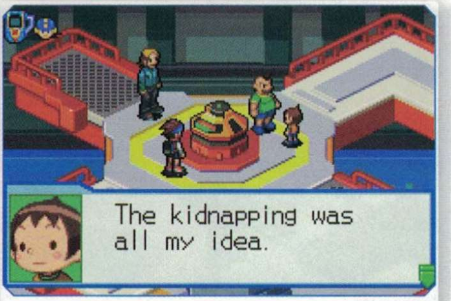
GUTSPUNCH

Level	Damage
V1	30
V2	120
V3	240
V4	300



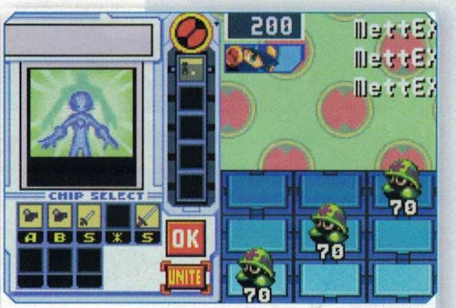
Classics never die. If you stick close, GutsMan will take a swing and rearrange MegaMan's teeth. Back away to deal with this attack, or side step, and counterattack.

After you've beaten GutsMan, and any other customized Navi in the Tournaments, duplicate data of them can be found on the net, and challenged in order to earn their NaviChip. GutsMan's higher-power duplicates are in ACDC 2, defeat them to earn the **GutsMan G NaviChip**.



The kidnapping was
all my idea.

Once GutsMan's down, Chisao breaks down and admits the kidnapping was all a trick in the hopes that Lan would be disqualified. Dex gracefully steps aside.



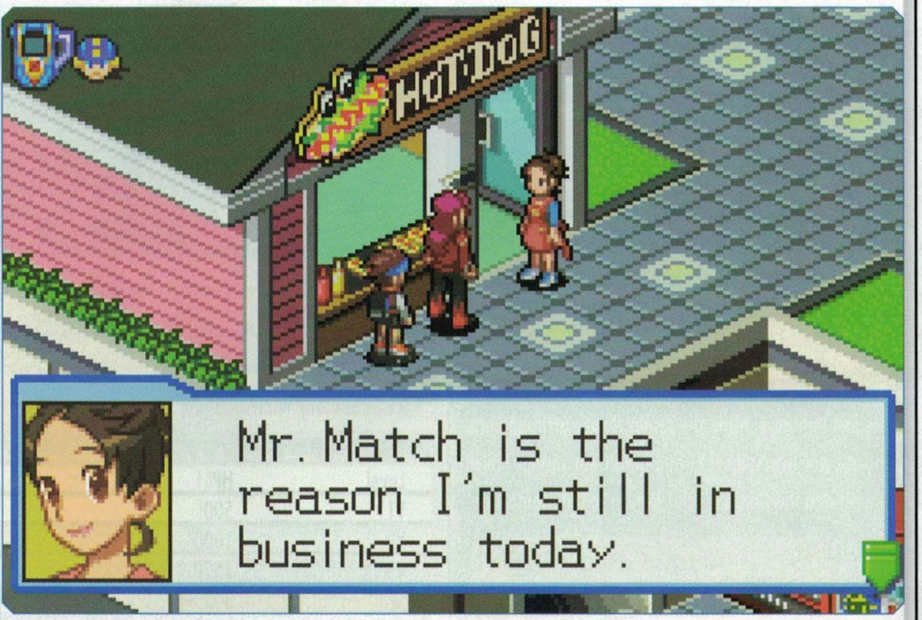
The fight has another result; MegaMan's soul has harmonized with GutsMan's and it allows MegaMan to use the new Double Soul to utilize the powerful **Guts Soul**! Dad sends an email with a training program to work you through the Double Soul process.

With more power, you're now in the finals. Return to the locker room for the setup for the final round.

den battle tournament part 4.r2: extra krispy

Boss: FireMan.EXE

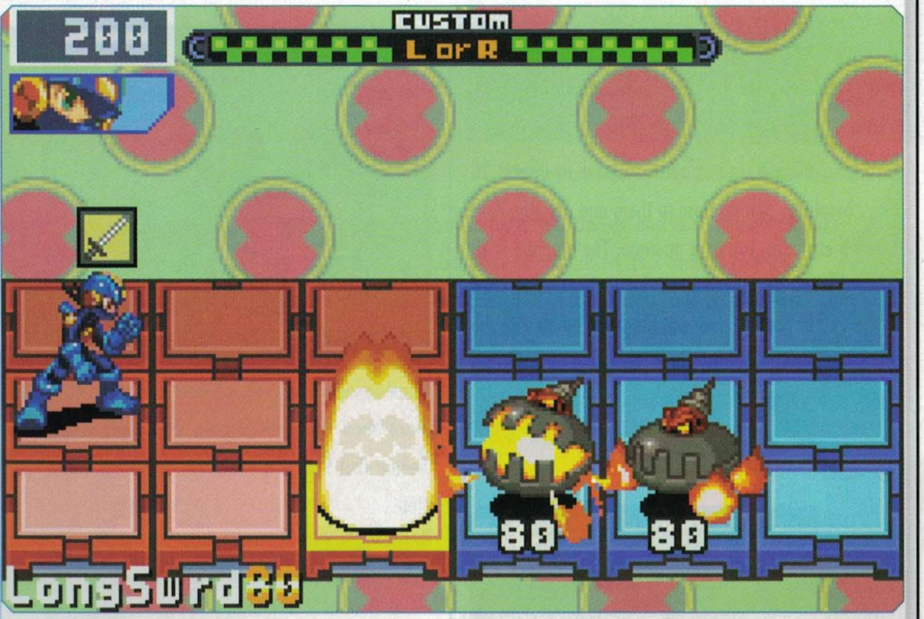
It seems Lan can't go two weeks without running into Mr. Match, frequent World Three agent and general pyromaniac. Naturally, Lan is convinced Match is up to *something.* He typically is.



Mr. Match is the reason I'm still in business today.

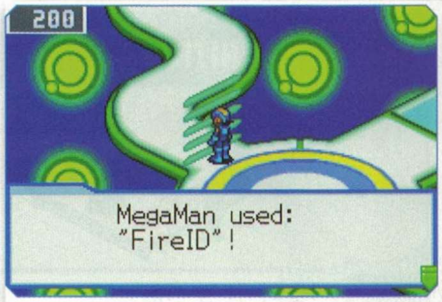
Lan, bottomless pit that he is, decides to grab a bite to eat before the match. A hot dog would hit the spot right about now! Match shows up for one too, and Lan learns he actually *helped* the stand owner out by fixing her grill! Who'd have thunk it?

After Match scares off a couple of protection-racket goons and vanishes, Lan's hotdog burns. The oven is busted again. Jack In to check it out!



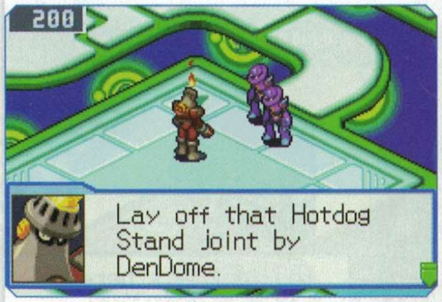
There's a pair of VolGear Viruses screwing up the hot dog grill. Unfortunately, the damage is done, and deleting them isn't enough. You need to find Match so he can fix it.

Return to the locker room and talk to the guy inside. He has Match's **FireID**. Might as well give it to him once you find him, right?



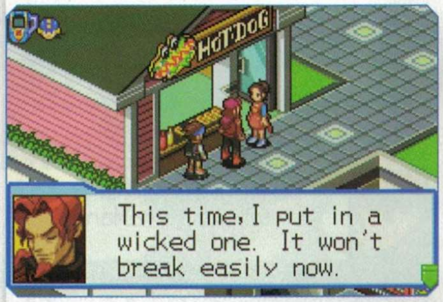
MegaMan used: "FireID"!

Plug into the net and make for ACDC Area 3. Finding FireMan on the net is the key to finding Match. The green gate, right by Yai's HP, opens up thanks to the FireID. Take the warp beyond to the center of ACDC 3.



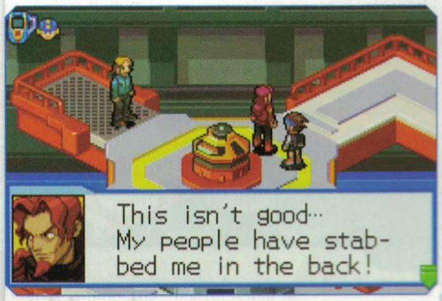
Lay off that Hotdog Stand joint by DenDome.

MegaMan catches FireMan talking to a pair of mysterious Navis. The message about the stand gets relayed, so FireMan Jacks Out. Lan wants to tail Match, at this point, which is probably smart.



This time, I put in a wicked one. It won't break easily now.

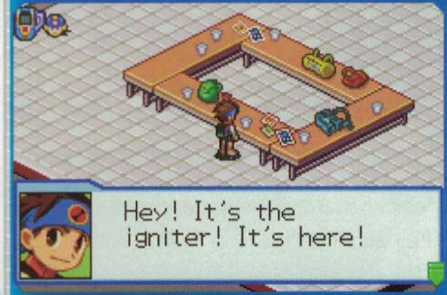
Back at the hot dog stand… It was the Virus that was actually keeping the fire *going* in the grill! Well, nothing left to do now but head for the locker room for your match with Match.



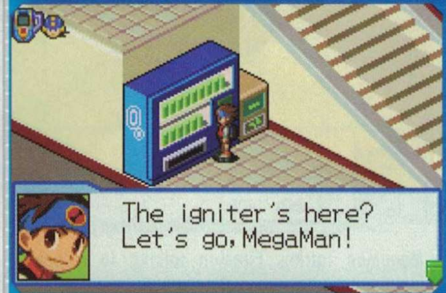
This isn't good… My people have stabbed me in the back!

Ah, of course. Match has his own gang now, and plans to cheat his way through the Tournament with sabotage. Unfortunately for him, the hot dog stand owner has made her way to the DenDome to cheer him on, putting her in danger along with everyone else! Match's thugs have no intention of stopping, despite Match's protests.

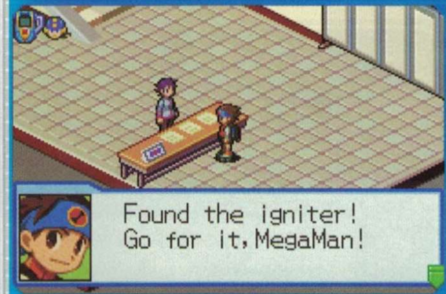
IGNITION


Hey! It's the igniter! It's here!

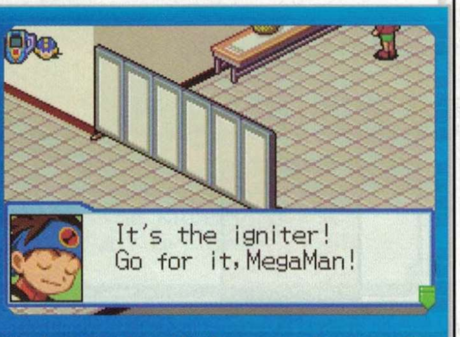
Lan is the one who has to find the 5 igniters before Match's plans blow up in everyone's faces. The first igniter is on the table in the locker room, and it is guarded by a trio of Spikeys.


The igniter's here? Let's go, MegaMan!

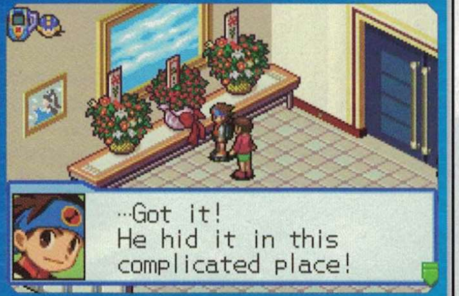
The next one's in the drink machine downstairs, with a pair of Spikeys and a VolGear inside.


Found the igniter! Go for it, MegaMan!

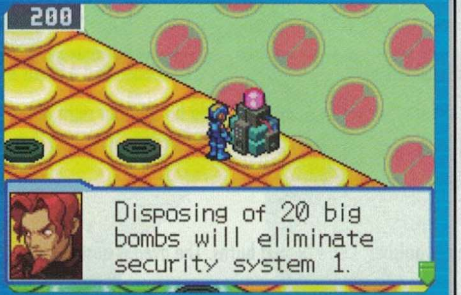
There's another one on the desk in front of the registration lady. Two Spikeys and a SpikeyEX wait inside.


It's the igniter! Go for it, MegaMan!

Head outside, then take the spectators' entrance. The fourth lighter is hidden behind the partition. Here, there are two VolGears and a SpikeyEX that stand between you and disarming the lighter.

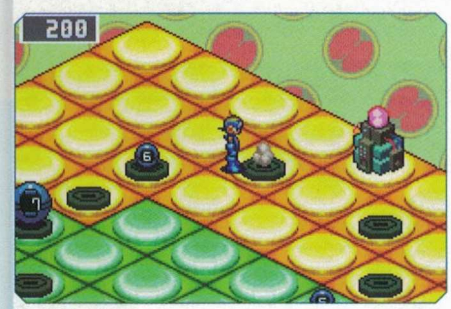

…Got it! He hid it in this complicated place!

The last lighter is inside the center flower arrangement, and it's got two SpikeyEXs and a VolGear inside. Finish 'em off and the Dome is safe! Return to the main stage.



Disposing of 20 big bombs will eliminate security system 1.

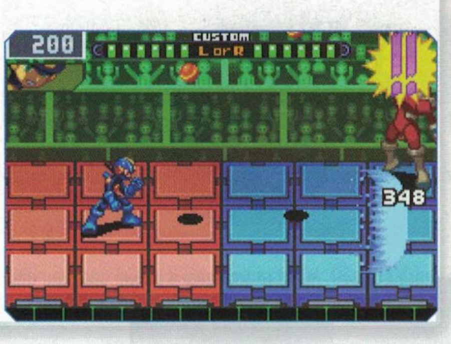
There is one last lighter inside the NetBattle Machine, and disarming it isn't going to be as easy. Match gives you the instructions, Jack In!



To disarm the MT Lighter, first you have to disarm 20 large bombs by getting close to them and pressing A. If a bomb explodes, you take damage. The damage is 10 HP for a small bomb, and 30 HP for a large one. As soon as the bombs pop up, clear out the small bomb with the lowest countdown number first, *then* take out the big one.

Once the bombs are clear, the secondary security system (consisting of Viruses) kicks in. Wipe out the two Spikeys and a VulGearEX, and you're in the clear.

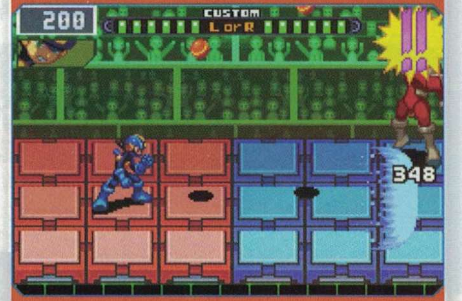
Now that everyone's safe and Match's former cronies have bolted, Match gives himself up. But Lan won't hear it. After all, he tried to save someone he liked, there's got to be *some* good in him! The NetBattle must continue!



OPPONENT: FIREMAN.EXE

Operator: Match

Element

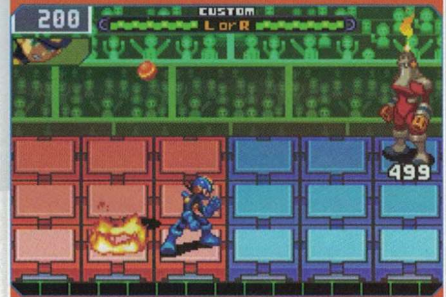


As a Fire-Element Navi, FireMan is weak against Aqua attacks. WideSht1 is especially useful, since if you fire it from the center row, there's no way he can dodge them. Pack in as many WideSht1s and Bubblers as you can.

Level	HP
V1	500
V2	1000
V3	1500
SP	2000

FIREBOMB

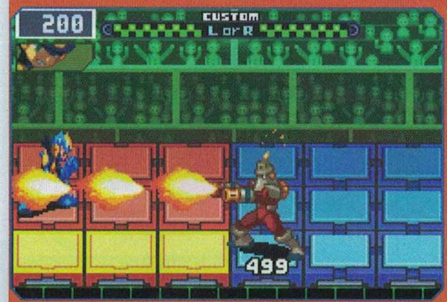
Level	Damage
V1	10
V2	40
V3	80
V4	100



FireMan lobs a pair of explosives into MegaMan's field. More than ordinary bombs, they leave flame-rings behind that take a few seconds to die out. Watch your step!

FIRE ARM

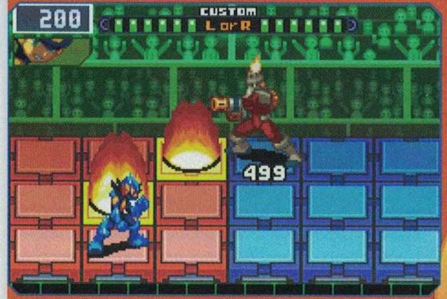
Level	Damage
V1	20
V2	80
V3	160
V4	200



FireMan's signature move, this heavy flamethrower can reach all the way across the row. There's a bit of a delay in it, so sidestep quickly to avoid it.

FLAME TOWER

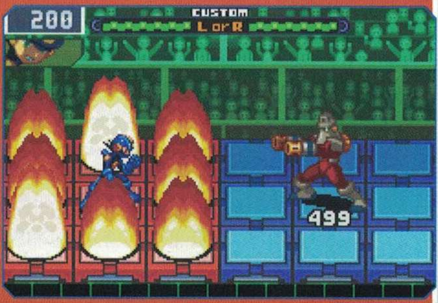
Level	Damage
V1	20
V2	80
V3	160
V4	200



The same flame attack used by the VolGear Viruses, this line of fire alters course to seek out MegaMan. It's fairly slow and easy to dodge, provided there's nothing else in the field.

FIRE CIRCLE

Level	Damage
V1	30
V2	100
V3	200
V4	240

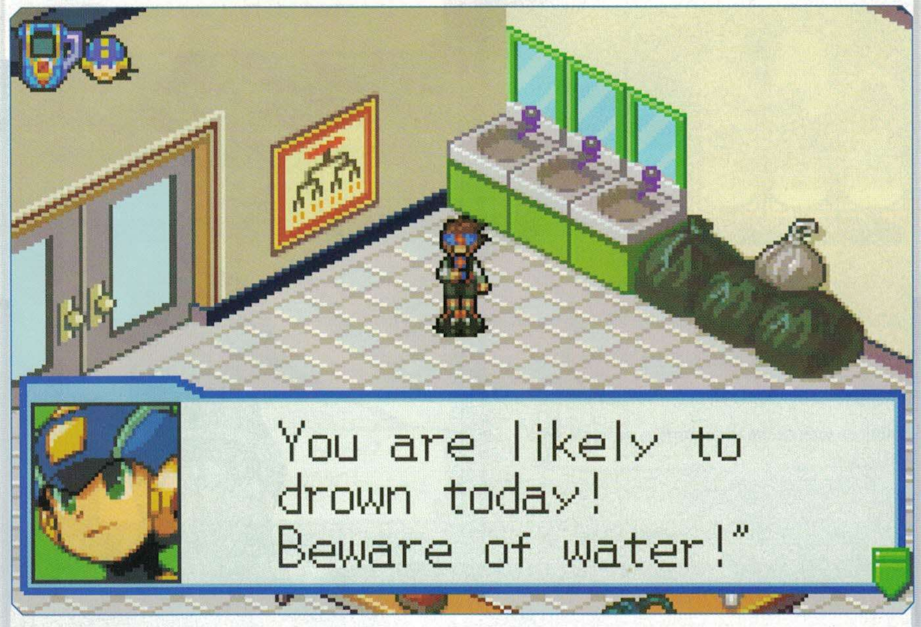


FireMan's most dangerous move, he engulfs the eight outer Panels of MegeMan's field in a burning ring of fire. Only the center is safe. As soon as another Panel opens up, move to it because FireMan typically begins another attack as soon as the circle starts to dissipate.

It's over, and Lan is the winner. Match leaves to go take care of his former cronies, and fairly gallantly breaks things off with the hotdog stand lady. Maybe he's not so bad after all. MegaMan finds himself identifying with FireMan's burning spirit. He gains the **Fire Soul**, turning MegaMan into a blazing inferno of a Navi.

city battle tournament
part 4.51: surf terror

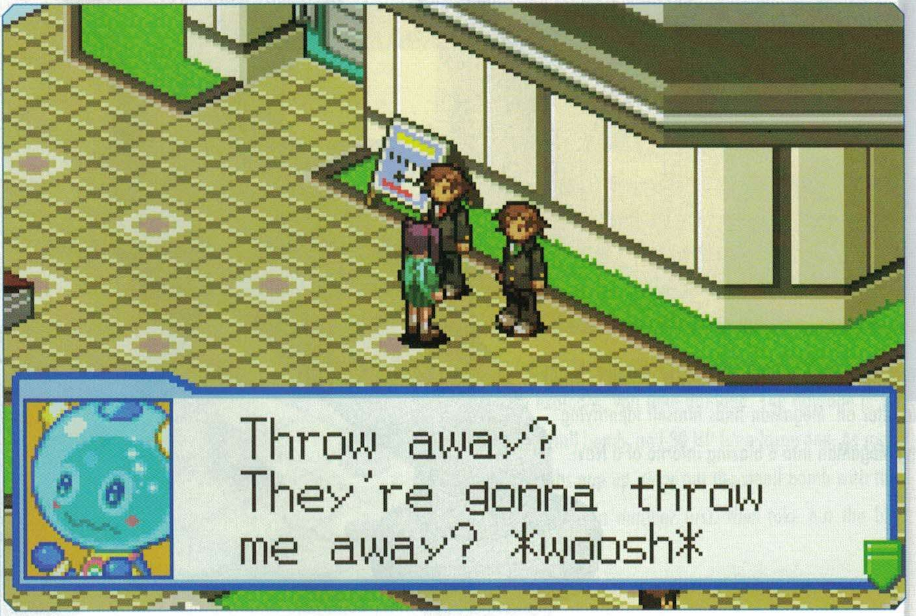
Boss: AquaMan.EXE



You are likely to drown today! Beware of water!"

After Lan checks the rankings charts, he gets an email. Oh boy, horoscope spam. Drowning, yeah right. Pfft. Not likely.

Once you leave the locker room, you encounter you next opponent; Shuko and her Navi AquaMan. The words "hopeless bleak despair" come screaming to mind after listening to her for two minutes.

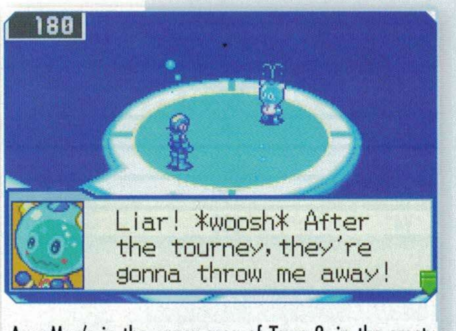


Throw away? They're gonna throw me away? *woosh*

Outside, Shuko and her two brothers discuss getting rid of that noisy, watery thing that she's had for way too long. AquaMan doesn't like that one bit… thing is, they're not talking about him. Whoops.

Talk to the remaining twin, and offer to go find AquaMan and keep him from flooding the 'net with his crying. He hands you a **CybCanst**, which enables MegaMan to "breathe" underwater.

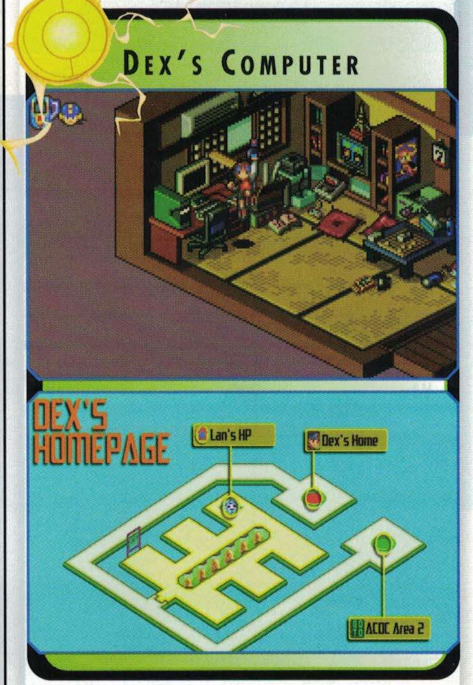
Instead of heading to Lan's house to Jack In, go to ElecTown and go through the Jomon HP. It's a *lot* closer to your goal, and you only have so much air in the CybCanst. If you run out of air, MegaMan will start losing HP.



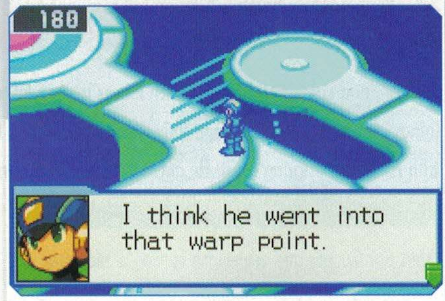
Liar! *woosh* After the tourney, they're gonna throw me away!

AquaMan's in the upper area of Town 2, in the empty cul-de-sac. The little guy won't listen to reason, and swims off. You have no clues to where he's gone, unfortunately. Jack Out to restore your air, and find a new Jack-In point.

Dex's Computer

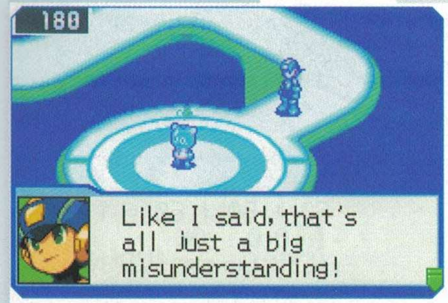


Return to ACDC Town, and this time head to Dex's house. Jack In to his computer; his HP is much closer to where AquaMan's hiding. You've got the DexCode to get through his Security Cube by now, thankfully.



I think he went into that warp point.

From Dex's HP, take the main road in ACDC 2 towards ACDC 3. MegaMan stops about halfway down the path, and spots AquaMan to the north. Unfortunately, Bubblehead's entered a warp point hiding behind a gate that Mega can't open. Thankfully, the warp gate belongs to Shuko.



Like I said, that's all just a big misunderstanding!

Jack Out of the net, then return to the DenDome. Talk to her brother, who tells you she's in ElecTown.

Thankfully, she's not hard to find. She gives you the **ShukoKey** to open the gate. Return to Dex's home, Jack In, and head back to the gate.

The warp gate leads to an isolated section of ACDC 2. Naturally, he's at the very end of the long stretch of road. All it takes is a little talk, and AquaMan drains the net. Yay! Now it's off to DenDome for your match.

OPPONENT: AQUAMAN.EXE

Operator: Shuko

Element

WATERGUN

Level	Damage
V1	20
V2	80
V3	160
V4	200

AQUABOMB

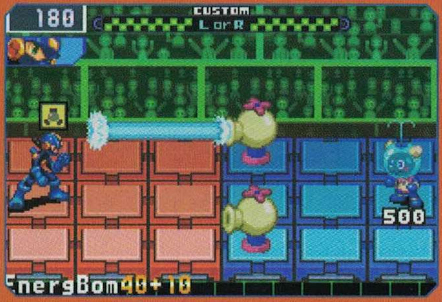
Level	Damage
V1	20
V2	80
V3	160
V4	200

AQUA-CANNONBALL

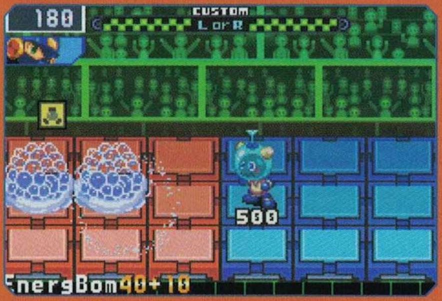
Level	Damage
V1	20
V2	80
V3	160
V4	200

Level	HP
V1	500
V2	1000
V3	1500
SP	2000

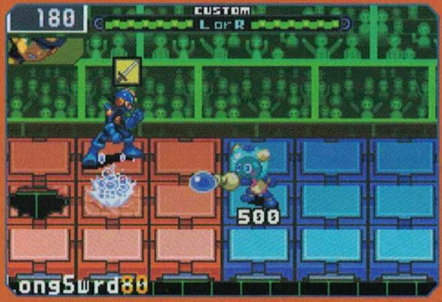
Being an Aqua-Element Navi, AquaMan is naturally weak against Elec-Type attacks. You should have a healthy stock of Thunder Chips by now, so pack some in and let them loose in his side of the field. It's easier than trying to hit him with normal attacks. Plus, the stun effect sets him up for another attack.



AquaMan raises a pair of water faucets to hide behind. These shoot water streams with a two-Panel range, reducing your movement room. They alternate off-and-on, so keep track and be ready to move. Watch for the signal he's about to summon them; raising his arms. Nail him then to cancel the move.



AquaMan's buster shot only has a two-Panel range, but makes up for it somewhat by having a splash effect when it lands, hitting the Panel to the left as well. Step up or down to dodge.



To reduce your running room even more, AquaMan also has the Aqua-Cannonball, which like the Ball Chip cracks the Panel it lands on. If you're not careful, between this and the Watergun you can run out of room fast.

Shuko actually takes the defeat well, thanks to cheering by her brothers and AquaMan. Things are looking up after all!

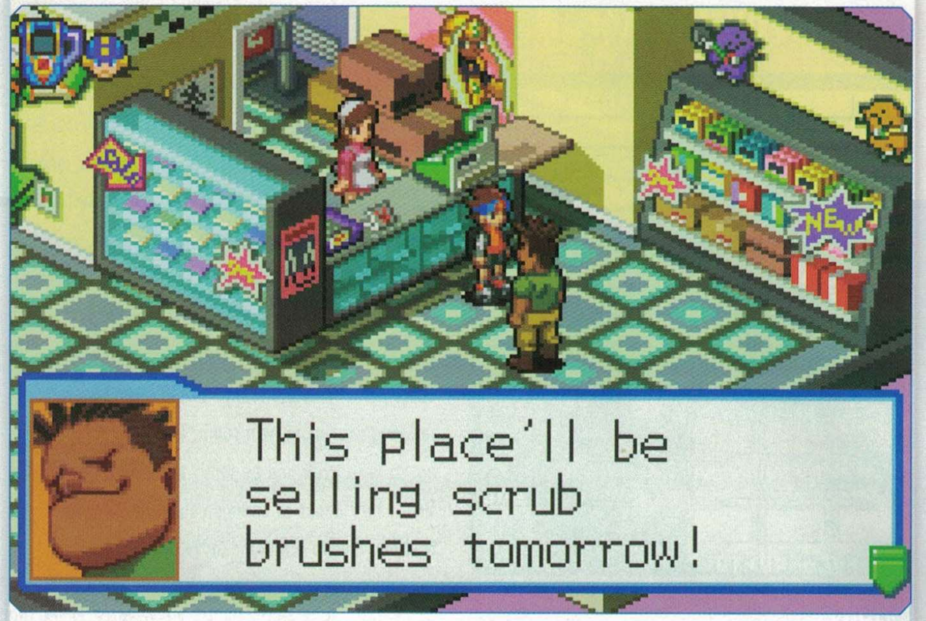
Not only that, but MegaMan's soul has harmonized with AquaMan's, allowing MegaMan to use the new Double Soul to utilize the fluid **Aqua Soul**! Dad sends an email with a training program to work you through the Double Soul process.

Before you return to the locker room, Jack In to the NetBattle machine for a prize. (See Den Battle Tournament chapter "Gut Feeling" for the NetBattle Machine map and information.)

City Battle Tournament
Part 4.32: 2 4 1

Boss: NumberMan.EXE

It's been a while since Lan and Higsby have had a NetBattle. It may take even longer because Lan receives word that Higsby's withdrawing from the Tournament. Yeah, it'd be a win, but not the kind of win Lan's comfortable with.



This place'll be selling scrub brushes tomorrow!

Return to ACDC Town and talk to Higsby. It turns out that Higsby is scrambling to save his shop. Profits are down, and NAM (the company who lent him a fair amount of money) is ready to turn Higsby's into a *scrub brush shop.* This cannot come to pass.

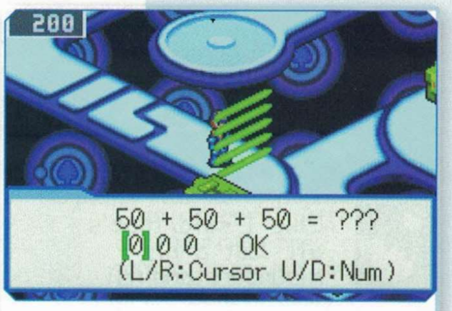
Ah, a chip shop? I've been looking for some new chips.

Lan is quickly roped into helping out, and Nanako hands you **20 Flyers** to pass around in the Cyberworld. You only need to hand out ten, but your reward increases with the number you hand out. Unfortunately, not everyone you meet wants a flyer.

While you can reach your quota of ten on the net, you need to go elsewhere to give out any more than that. Try the Oven Range, Jomon Stereo, Jomon Monitor, ElecTower, and the Hotdog Stand.

FLYER BONUS	
10~14 Flyers	TripCrak *
15~19 Flyers	LifeSync N
20 Flyers	Ball T

Higsby seems to be late. Go check out his warehouse in Town 1, behind the locked gate. NumberMan's there, and he's locked in.

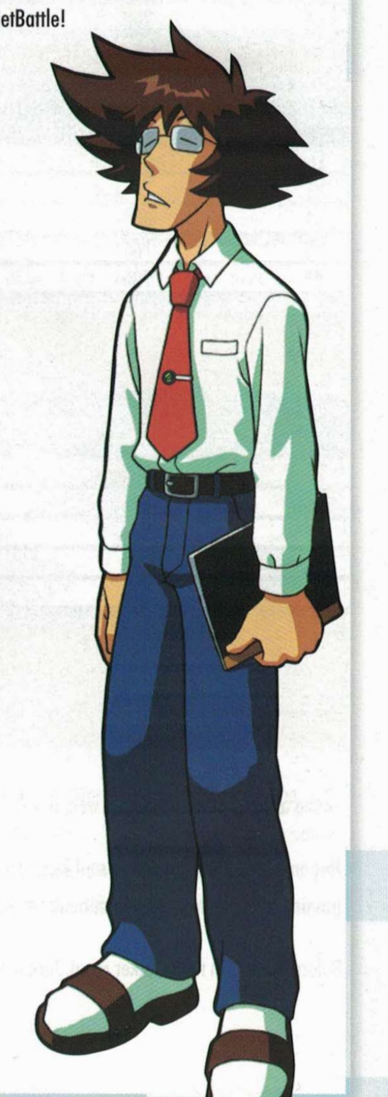


```
50 + 50 + 50 = ???
0 0 0   OK
(L/R:Cursor U/D:Num)
```

When you return to Higsby's, Nanako hands you the **HigsbyKy** to get inside. She also warns you about a second door that requires a password to open. The answers are "150", "845", and "343".

I won't let you drive Higsby's out of business!

An angry NumberMan Jacks Out, and so should you. Return to Higsby's. Confronted by Higbsy's profits, and a fairly vocal local support, the man from NAM relents and retreats. The shop is saved, just in time for Lan and Higsby's NetBattle!



OPPONENT: NUMBERMAN.EXE

Operator: Higsby

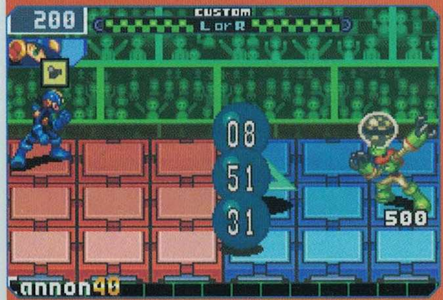
Element

NumberMan's generally not a fighter, but he's gotten a bit tougher since the first time MegaMan's gone up against him. He tends to stay in the back two rows, which makes up-close moves useless without an AreaGrab. If you're lucky enough to have gotten a RockCube, put up one of those in his area to block his Number Ball attacks for a while.

Level	HP
V1	500
V2	900
V3	1300
SP	1600

NUMBER BALL

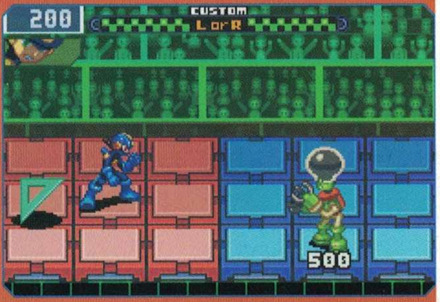
Level	Damage
V1	20
V2	80
V3	120
SP	200



Hi most-used move, NumberMan creates three large balls, one in each row, and sends all three moving towards MegaMan at once. Each ball has a number representing its HP on it. Get into the row with the lowest number and blast away to put a hole in NumberMan's attack.

NUMBER RULER

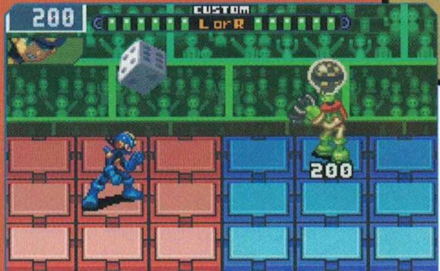
Level	Damage
V1	20
V2	80
V3	120
SP	200



NumberMan tosses a triangle-shaped Ruler into the center Panel of MegaMan's rightmost row. The Ruler swings around in a question-mark-shaped pattern, it slices through either the top or bottom rows, and follows through to the rear column. However, if NumberMan's up close when he throws it, the Ruler can enter the center Panel, so keep an eye out.

DICE BOMB

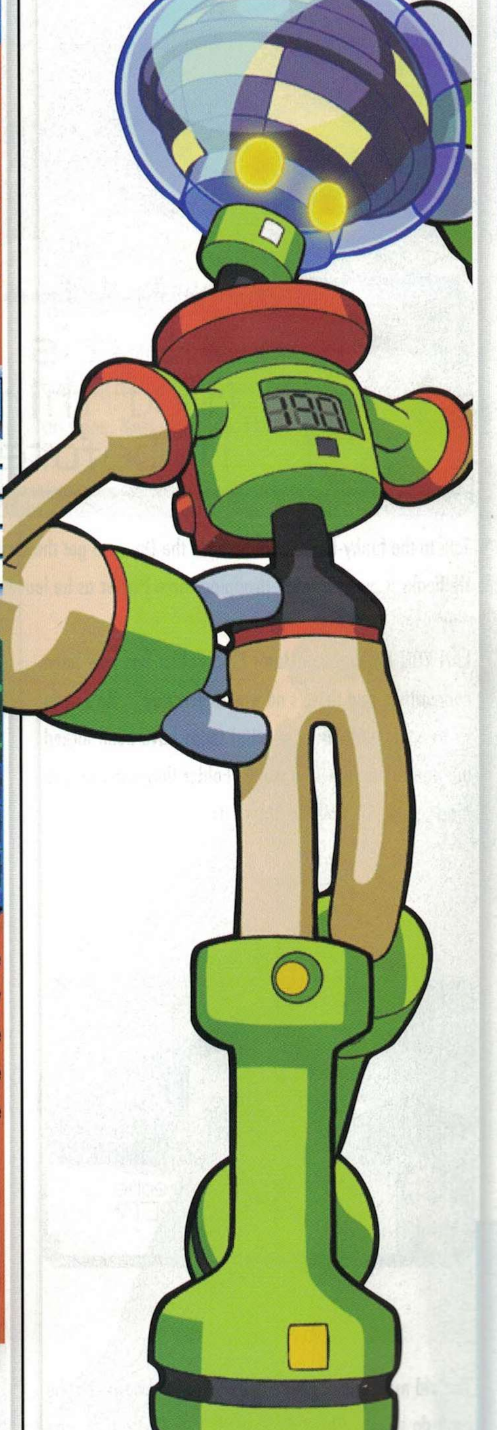
Level	Damage
V1	10
V2	30
V3	50
SP	60



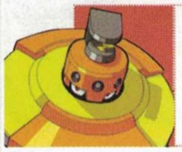
NumberMan's signature move, he hurls a 40 HP die three Panels ahead. The die explodes after a few seconds, damaging every surrounding Panel. The number rolled on the die is the multiplier for the damage created. Destroy it before it explodes! Fortunately, he only uses this attack once his HP dips below half.

I was really impressed with NumbrMan's calculating style!

A good day overall. Higbsy's is saved, Lan had a nice NetBattle, and MegaMan has now gained the **Number Soul** style. Good times!

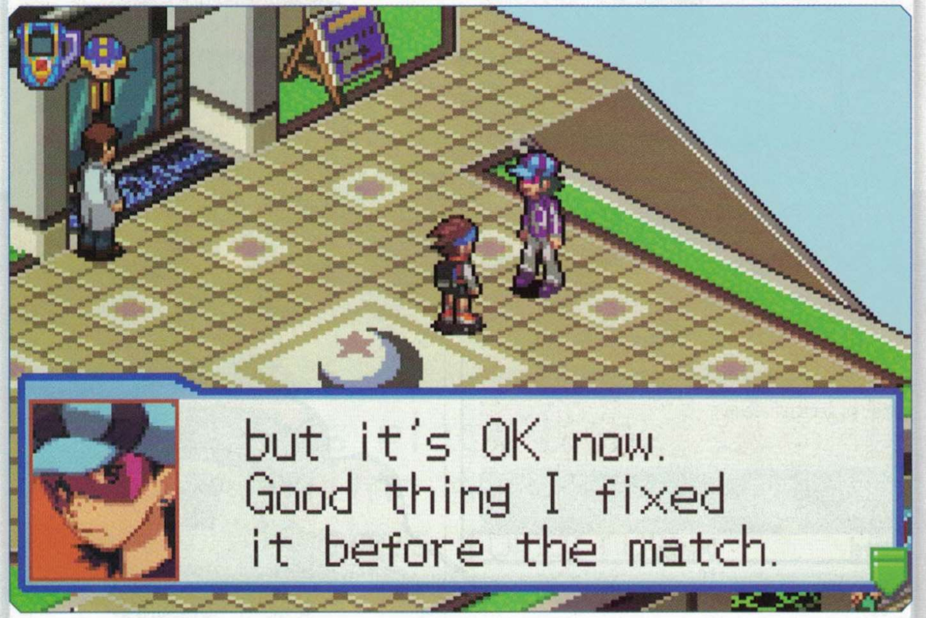


den battle/city battle tournament part 5.1: 9 volt



Boss: SparkMan.EXE

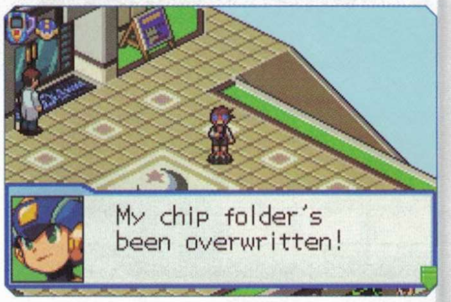
Lan gets a new email; Jomon Electronics is offering PET maintenance, just check their rep outside DenDome. Pass up free stuff, are you nuts?



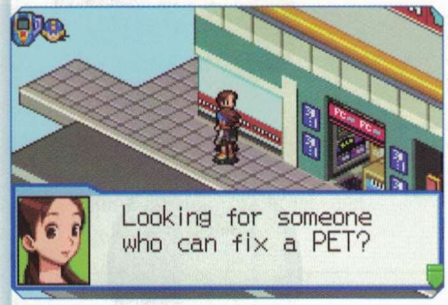
but it's OK now.
Good thing I fixed
it before the match.

Talk to the funky-looking kid outside the Dome to get the service started. He even installs a new Folder for you to use. He books it pretty quickly, dropping some **Paper** as he leaves.

LAN YOU FOOL. MegaMan's Chip Folder has now been overwritten, and there's no way to override it. He's been sa-bo-taged! All your beautiful Chips have been locked out and replaced with a starter Folder that won't do you much good. You need to unlock it!



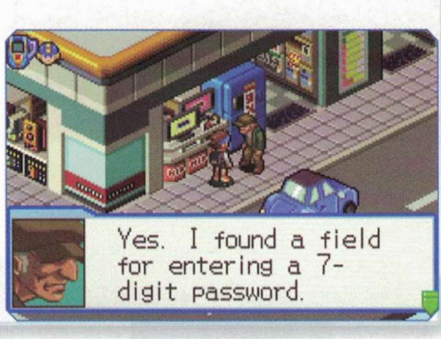
My chip folder's
been overwritten!



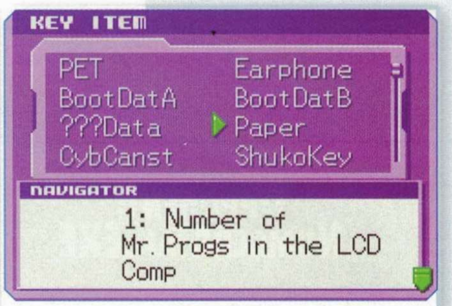
Looking for someone
who can fix a PET?

Go to Jomon in ElecTown, see what they can come up with. There are only two people here, so talk to both of them. First the young lady, who points you to the old man you passed on the way to the young lady. Aheh...

The old man knows his PET stuff, and he knows that he can't do squat without destroying the PET. He does find what looks to be a password entry form, which should let him disable the lock, but how to get the password?



Yes. I found a field
for entering a 7-
digit password.

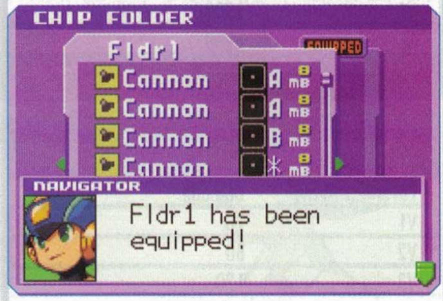


1: Number of
Mr. Progs in the LCD
Comp

Maybe that **Paper** the jerk left? There are seven clues and seven digits. You can wander the available areas searching for the clues to unlock the PET, with your crummy locked Chip Folder, but battles will be hard. You can use DashRun to find out what you need, or just use the codes provided here. There's nothing new to be gained in the old areas, so you might as well skip it! Check the first question on the **Paper** to determine which of the three possible codes you need.

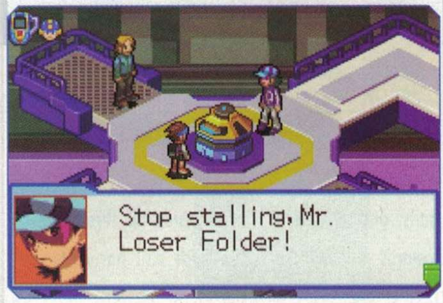
PET LOCKOUT PASSCODES

Question #1	Passcode
Town NetDealers	1563546
Jomon	7374262
LCD Programs	9651345



Fldr1 has been
equipped!

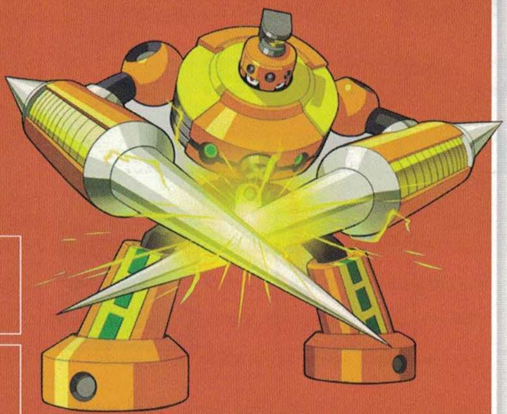
With the Folder unlocked, you now are ready to take on SparkMan. (You are ready, right?) Be sure to go to your Folder menu and equip your original Folder, or else your fight will go badly. When you win, you get to keep the **Folder** and all its Chips, yay.



Stop stalling, Mr.
Loser Folder!

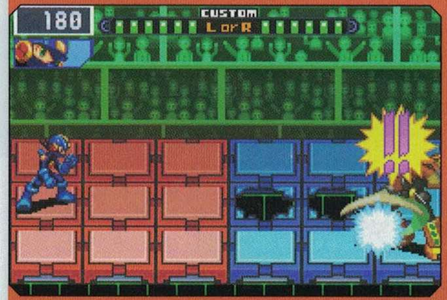
Back at the DenDome, Lan faces his opponent... it's Terry, the creep who rigged his PET! Sheesh, should there be a disqualification? Then again, the chance to kick Terry's butt in a NetBattle in front of a live audience sounds nice.

OPPONENT: SPARKMAN.EXE



Operator: Terry

Element

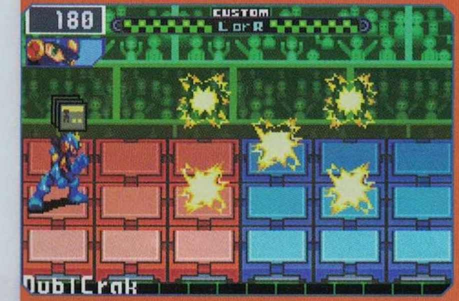


As an Elec-Element Navi, SparkMan's vulnerable to Wood attacks. Unfortunately, the only Wood-Element Chip you should have in any number is the Boomer. Thankfully, it's fast and covers a lot of space, so be sure to have some ready to fling. Pack in DublCrak Chips as well, so he has no room to run from the Boomers.

Level	HP
V1	600
V2	1000
V3	1400
SP	1800

SPARKBALL

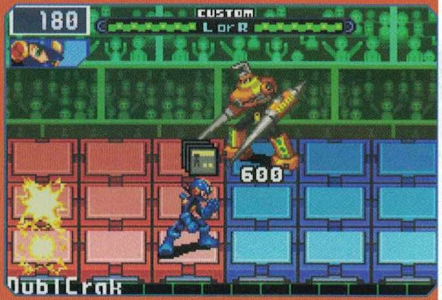
Level	Damage
V1	20
V2	60
V3	100
SP	200



While this attack looks like a normal projectile, be wary. It stops when it gets close to Mega, and explodes in a shower of sparks that damage the four diagonal Panels surrounding it. Get directly above or below it to avoid electroshock.

SPARKWAVE

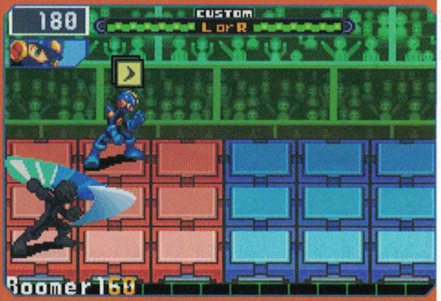
Level	Damage
V1	20
V2	60
V3	100
SP	200



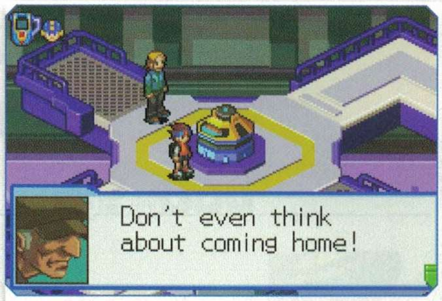
SparkMan unleashes a quick-moving bolt that travels in an up-and-down wave pattern across every Panel in the field. Simply keep and eye on it and slip past it, except when they are used in conjunction with SparkBalls, then just keep an eye out for the SparkBalls.

SHADOWMAKER

Level	Damage
V1	20
V2	60
V3	100
SP	200

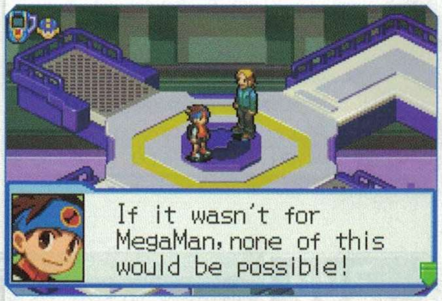


SparkMan only uses this attack once his HP drops below 50%. It fills the screen with blinding light, SparkMan can briefly make shadows solid, creating a doppelganger behind Mega that attacks with a Wide Sword, or Long Sword slash. Get away.



Don't even think
about coming home!

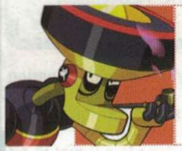
Terry turns out to be severely in denial, blaming SparkMan and refusing to believe that just maybe he's not perfect. Thankfully, grandpa's here to put him in his place.



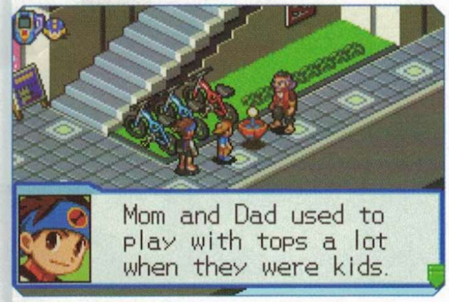
If it wasn't for
MegaMan, none of this
would be possible!

The Tournament is over, and Lan and MegaMan have come out champs! Things are happy... at least, until the cut scene. Mass extinction. That's a downer.

den battle/city battle tournament part 5.2: you spin me round



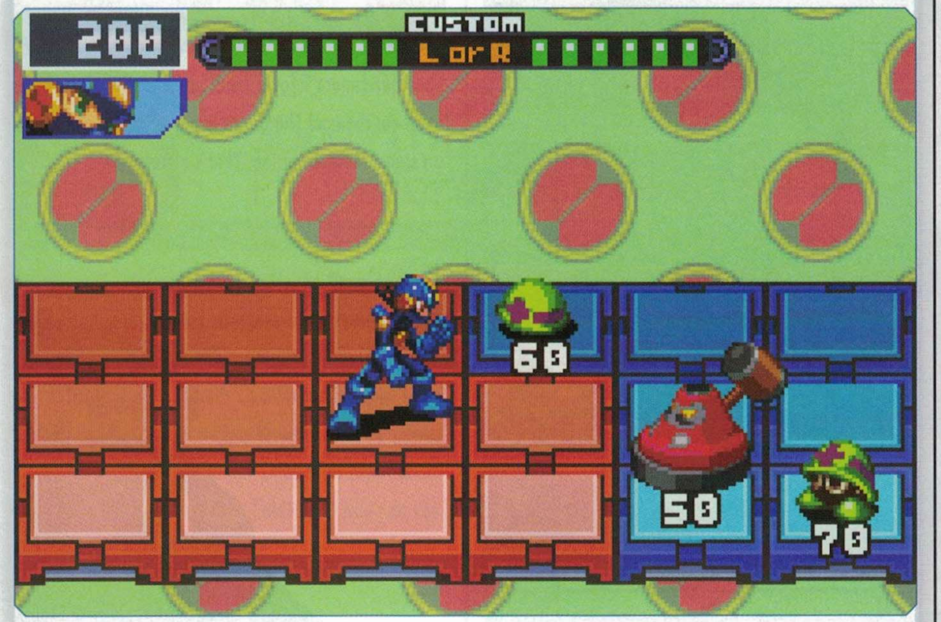
Boss: TopMan.EXE



Mom and Dad used to play with tops a lot when they were kids.

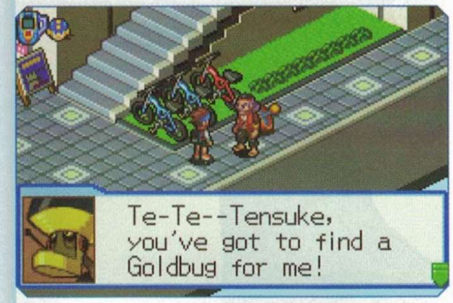
Once you've checked the ranking boards, head outside. It's a nice day, and an old man is attempting to amuse his grandson with a new electric top. Pity the kid's not amused.

See, if he'd stuck around he could be amused by the top's malfunction. Looks like the work of Viruses, so Lan sends MegaMan in to get rid of them.



First, sneak to the left and grab the Blue Mystery Data to claim **1600Z**. Then, march bravely forward to conquer the Viruses. It's a pair of MettaurEXs and a Dharma; watch out for the latter's Air Hockey pucks.

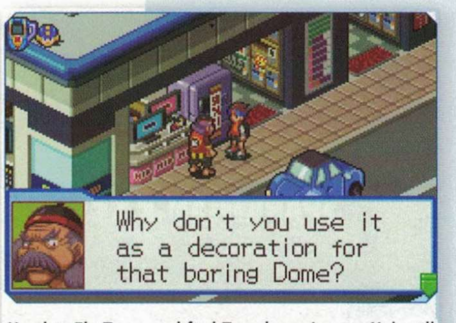
Turns out the old guy isn't very grateful for the help, insisting his own Navi could have handled it. After all he's Tensuke, the master top craftsman who built his own Navi to better bond with is grandson.



Te-Te--Tensuke, you've got to find a Goldbug for me!

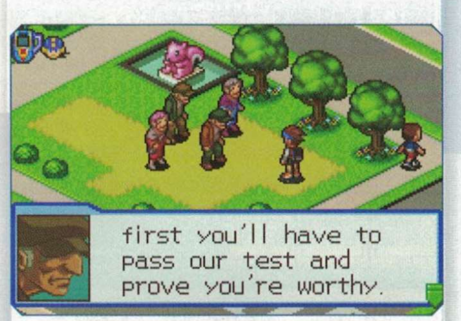
Unfortunately, the Navi's senile when not NetBattling, and Tensuke's past disparagement of NetBattling and refusal to apologize has put him at odds with people who could help fix his problem. Well, his Navi's problem.

Tensuke has his own problems, among them forgetfulness. He's left his **CyberTop**! He mumbled something about buying parts as he left...



Why don't you use it as a decoration for that boring Dome?

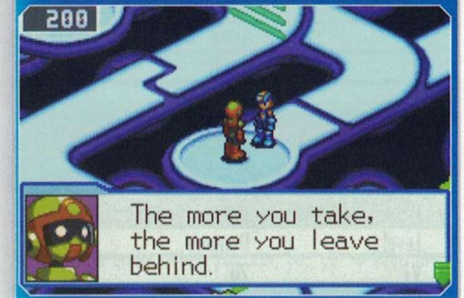
Head to ElecTown, and find Tensuke at Jomon. He's still crabby. Lan and Mega want to help him out, so Mega checks out the online info for the NetBattle Club Tensuke mentioned. They meet at ACDC Park, what luck!



first you'll have to pass our test and prove you're worthy.

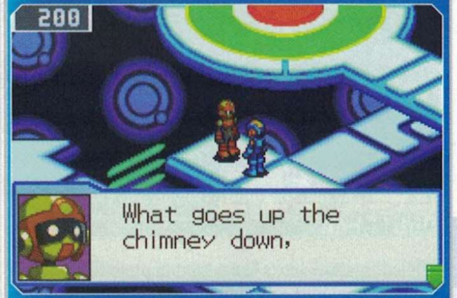
The old folks agree to help, but only if Lan can win at their challenge. Four Navis in the Town Area, and questions to boot? Whee. Jack In to the net from Yai's house for the shortest journey to the Town net.

FINDING SECRETS



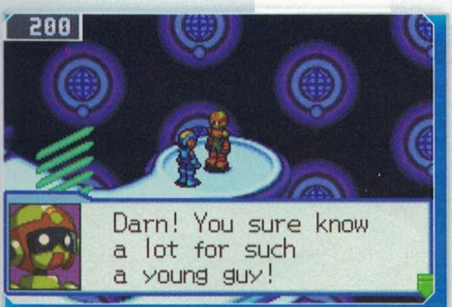
The more you take, the more you leave behind.

In Town 1, the first Navi you're after waits by the locked gate, and he's got a riddle for you. Answer correctly, and you get an item dubbed **Secret1**.



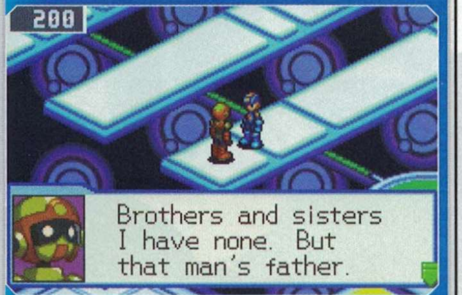
What goes up the chimney down,

The second Navi is in Town 2, on the upper level. He's got the **Secret2**.



Darn! You sure know a lot for such a young guy!

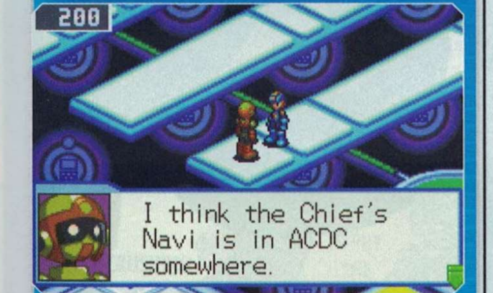
Chances are you saw the third Navi on the lower level on the way to the previous guy. If not… uh, he's on the lower level. Answer his riddle correctly for the **Secret3**.



Brothers and sisters I have none. But that man's father.

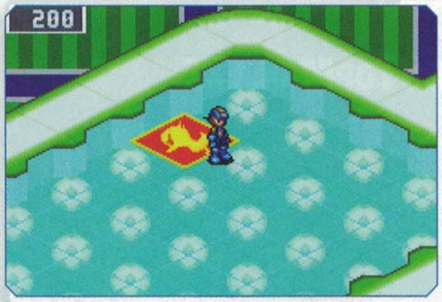
The final Navi is in Town 3, to the east of the NetDealer on the upper level, and he's got the **Secret4** you need.

If you answer any of their questions incorrectly, don't worry. You just have to give them a back massage. Eeeyugh. Hit L and R in a steady rhythm for forty seconds and they fork over the data you need anyway.

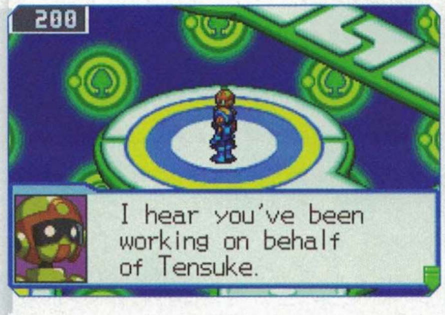


I think the Chief's Navi is in ACDC somewhere.

Once you've got the Secret data, you need to hunt down the "Chief" in order to get the help you need with Tensuke. The last Navi hands you a **Mmbrship** key that lets you see the Chief in the ACDC net.

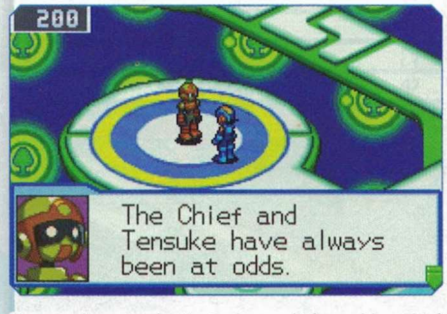


The Chief's Navi is in ACDC 1, behind the blue gate, and next to Lan's HP. Jack Out, then go right back in to Yai's HP. Use the Banner Link to Lan's page from there.



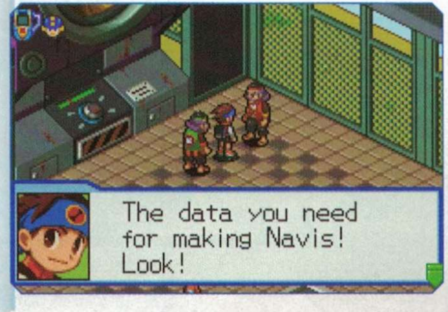
I hear you've been working on behalf of Tensuke.

Once you're past the gate, talk to the Navi in the cul-de-sac. He decides he'd rather sic Viruses on you than help. He's got a pair of Melodys and a Dharma, so wipe them out quickly.



The Chief and Tensuke have always been at odds.

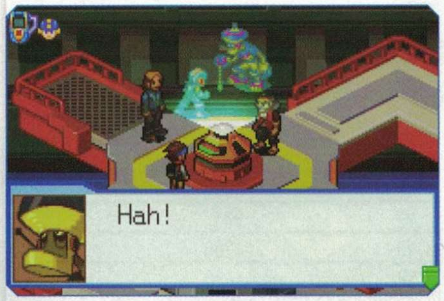
Once you've won, the Navi relents a little, and has Chief meet Tensuke in ElecTown Square. Naturally, Lan should be there too, right?



The data you need for making Navis! Look!

Another Tensuke? Well, they sure act alike. After a *lot* of ranting, Tensuke has the information he needs to fix his Navi. About time, and it's about time for your match!

If you didn't grab the Zenny inside Tensuke's top when you went Virus-busting, you have your chance now. The top's waiting on the table in the locker room. Jack In and snag the cash.



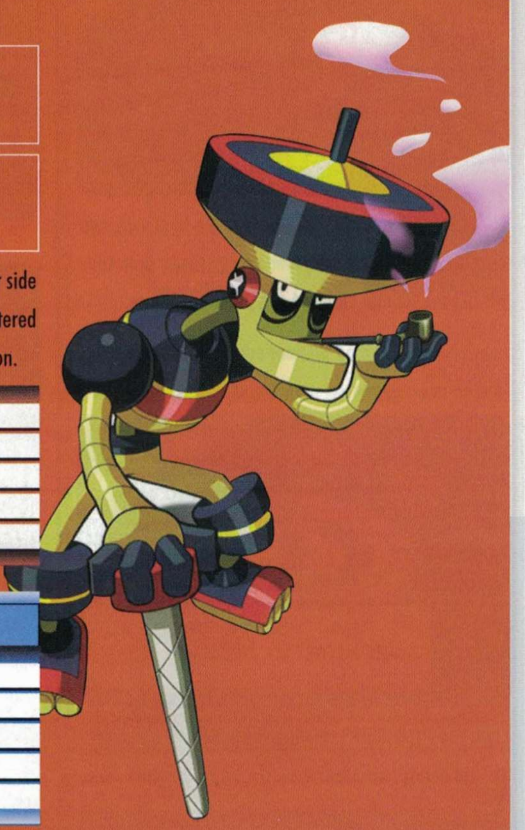
Hah!

Let's see. You're up against TopMan. Who do you know who has anything to do with tops? Yep, Tensuke's your opponent.

OPPONENT: TOPMAN.EXE

Operator: Tensuke

Element

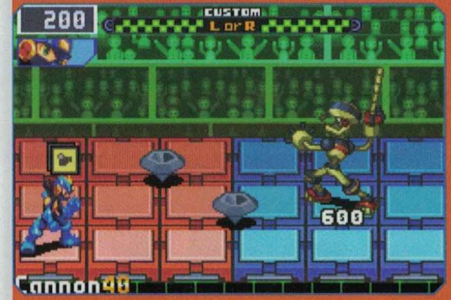


TopMan specializes in body blows, pushing into your side of the field. However, most of his moves can be countered with CrackOut Chips, since he needs floor to travel on.

Level	HP
V1	600
V2	900
V3	1200
SP	1600

LITTLE SPINNER

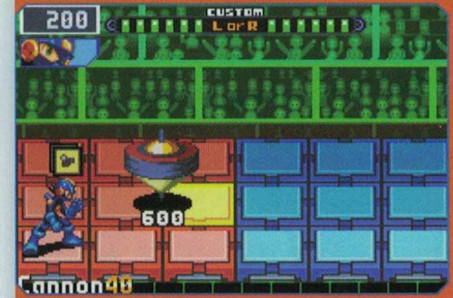
Level	Damage
V1	20
V2	60
V3	100
SP	200



These small tops behave like the Dharmas' Air Hockey pucks. They can't move across Holes, so use Crackout to block their path.

TOPSPIN

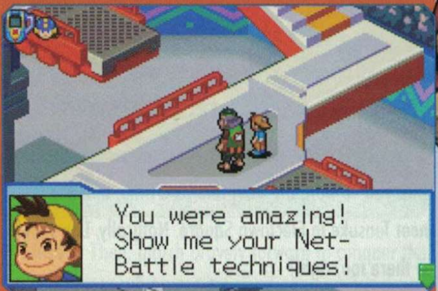
Level	Damage
V1	20
V2	60
V3	100
SP	200



TopSpin is a pretty straightforward rushing move. Sidestep to avoid it, but watch out because he comes right back over the row again.

GRINDING TOP

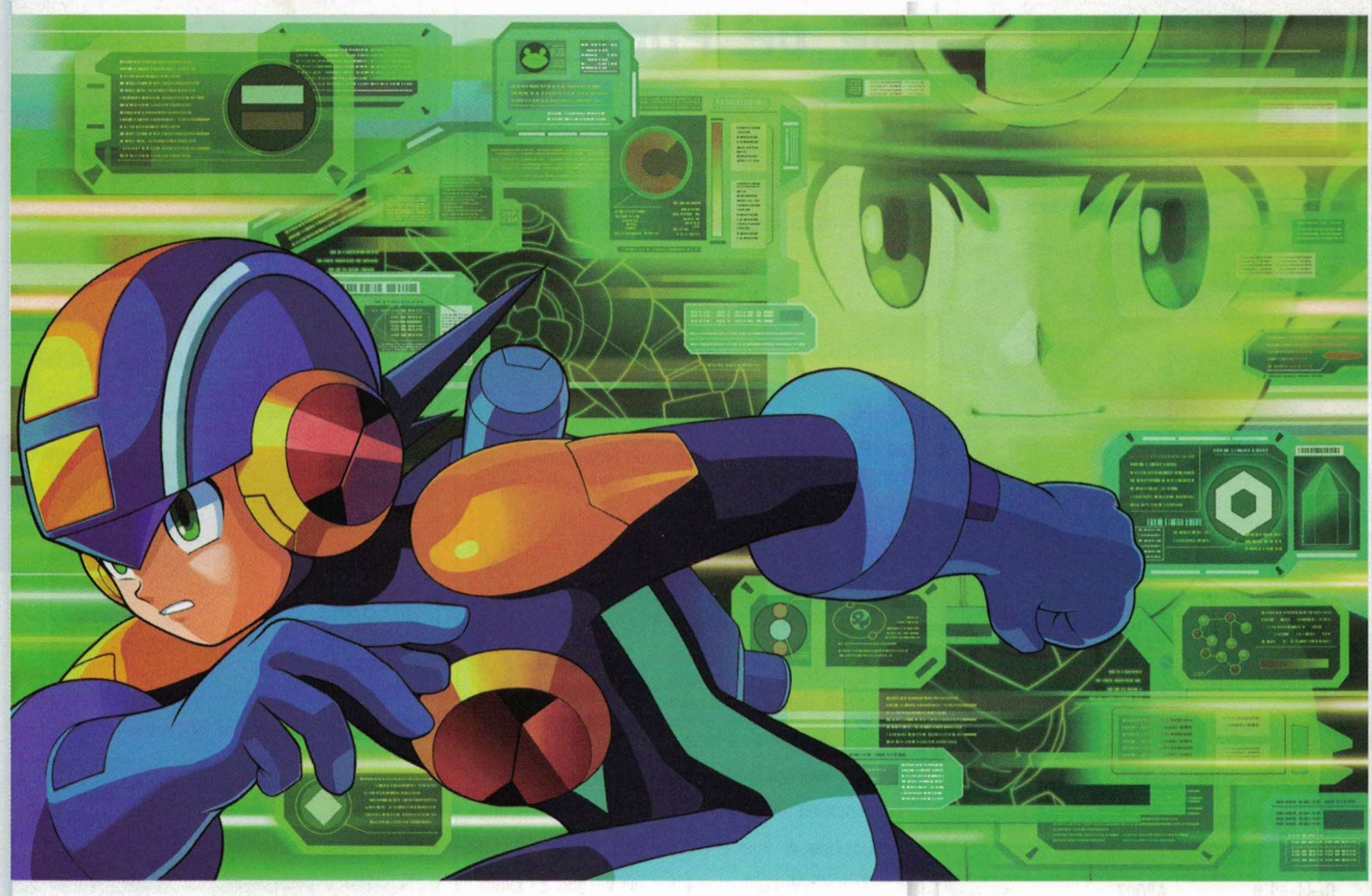
Level	Damage
V1	30
V2	90
V3	150
SP	300

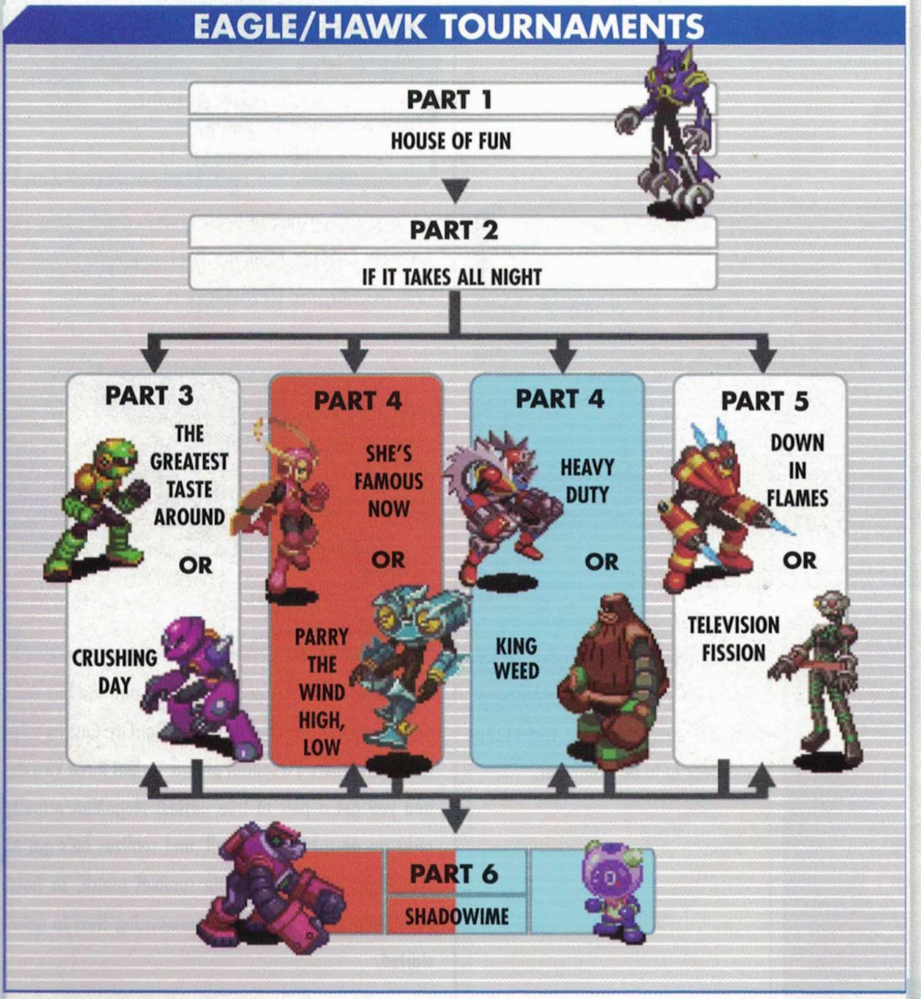


You were amazing! Show me your Net-Battle techniques!

Tensuke loses, but he doesn't feel bad about it. His grandson finds a new appreciation for his grandpa, and the old men still quarrel. Some things never change.

With the final leg of the Tournament over, Lan and MegaMan are the champs! Time to kick back, relax, and worry about impending doom from outer space.




EAGLE/HAWK TOURNAMENTS
PART 1
HOUSE OF FUN
PART 2
IF IT TAKES ALL NIGHT
PART 3
THE GREATEST TASTE AROUND
OR
CRUSHING DAY
PART 4
SHE'S FAMOUS NOW
OR
PARRY THE WIND HIGH, LOW
PART 4
HEAVY DUTY
OR
KING WEED
PART 5
DOWN IN FLAMES
OR
TELEVISION FISSION
PART 6
SHADOWIME

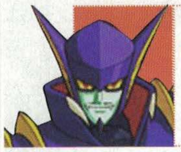
Backup Data: *MegaMan Battle Network 2*

A new NetCriminal organization has risen in the wake of the WWW's defeat. Dubbed "Gospel", this new force has begun systematic strikes against world leaders and people of power. Lan stops an attempt on Yai's life and the bombing of the local dam, but when he discovers that the country of Yumland has been devastated though Gospel's actions, he realizes he's up against a threat bigger than the WWW.

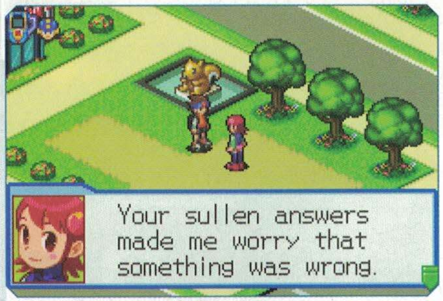
Teaming up with his less-than-best-friend Chaud, Lan voyages to Netopia, where a conference on Gospel is being attended by the world's top NetBattlers. Foiling Gospel's attempt to wipe them all out in one fell swoop, Lan discovers their true plan; the creation of a super Navi, one to destroy the Internet and the world with it.

Back in Electopia, Lan finds the location of Gospel's headquarters and its leader... a young boy named Sean, whose anger was twisted by Wily into something darker. MegaMan faces his most dangerous opponents yet; a copy of the mysterious black Navi Bass, and Gospel itself, a powerful wolf-creature composed entirely of computer bug fragments. With their destruction, Sean comes to realize just what he has done, and vows to pay for his crimes.

eagle/hawk tournament
part 1: house of fun



Boss: ShadeMan.EXE



Your sullen answers made me worry that something was wrong.

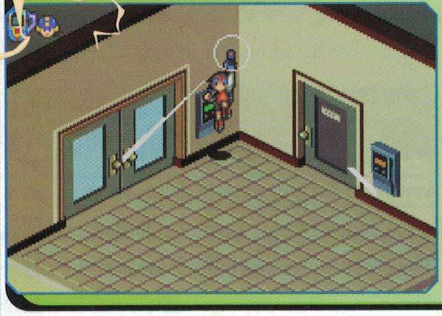
One week later, Lan finally remembers that whole Dark Chip thing. Maybe he ought to do something about that. Mayl shows up, and asks Lan to come to her place to check out the net. After she leaves, go exploring before you head to her place. There's some new stuff to be had!

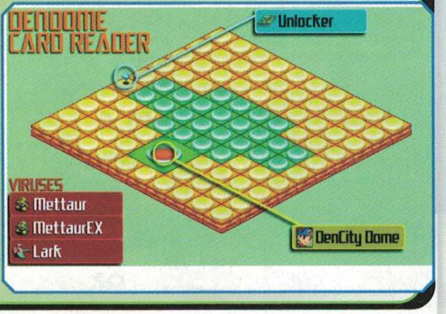
HIGSBY'S CHIP SHOP

Item	Cost
Spreader L	3800Z
PnlRetrn *	4500Z
LifeSync Q	5500Z
Geddon2 N	6800Z
HiCannon C	8400Z
Recov120 J	10000Z
LongBlde G	12000Z
SuprVulc V	21000Z

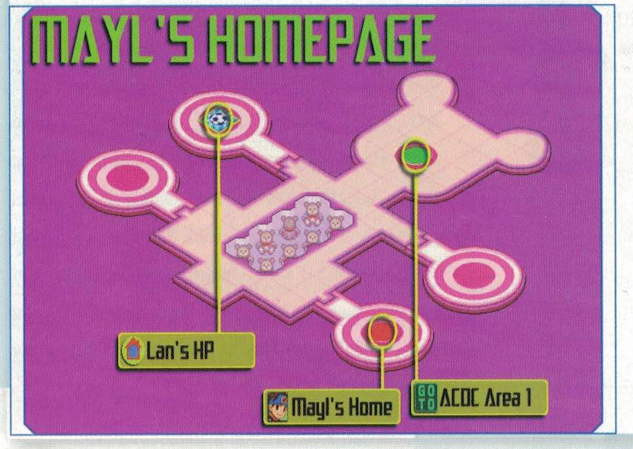
First of all, Higsby's back behind the counter, and selling Battle Chips! There's a hefty stock here, but (as always) be thrifty and buy only what fits in your Folder scheme.

DenDome Card Reader

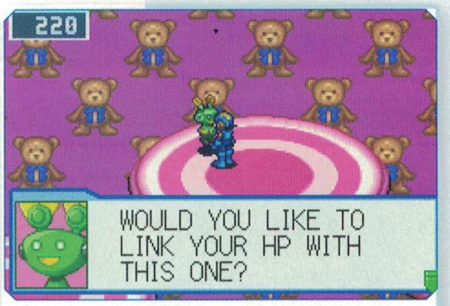




MAYL'S HOMEPAGE



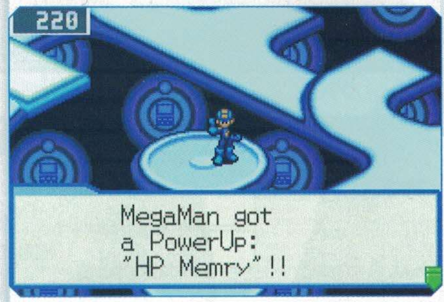
Go to Mayl's house, and talk to her. She's got the **MaylCode**, which opens up the Security Cube blocking her homepage from the rest of the net. Jack In to her computer.



WOULD YOU LIKE TO LINK YOUR HP WITH THIS ONE?

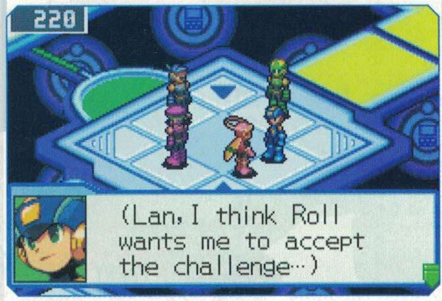
Talk to the Program in the upper-left "paw". He creates a banner link from Mayl's site to Lan's. The travel time on the net, and between computers, becomes faster as more links are added to Lan's site. Now, meet Roll in Town 3.

> While you can use the MaylCode to get onto the net and run all the way to Town 3, you can save time by taking the banner link to Lan's site, then jumping from there to Yai's page just off of ACDC 3.



MegaMan got a PowerUp: "HP Memry"!!

While you're passing through Town 1, make use of the Unlocker SubChip from the DenDome card reader to grab the encrypted **HPMemory** in Town 1.

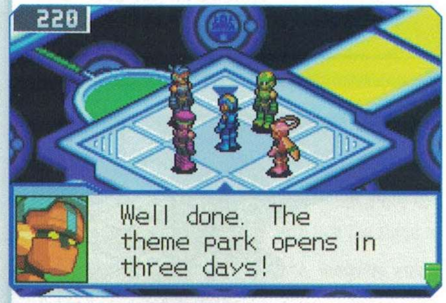


(Lan, I think Roll wants me to accept the challenge…)

Roll's right at the entrance to Town 3, and she has news of a new theme park being build in DenCity. Castillo's the name, and there's a special promo. Defeat three Viruses, and you get a pair of free passes! MegaMan actually picks up on a hint from Roll, and realizes he's got to challenge. It's a three-battle survival match, so have your Chips ready. Talk to the announcing Navi to get it started.

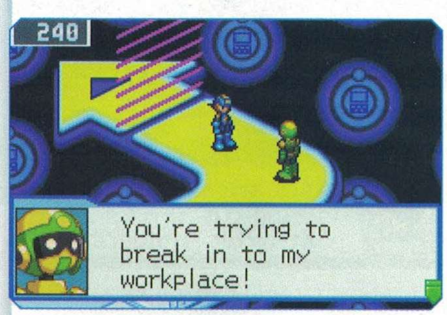
FREE TICKET BATTLES

Battle 1	MettaurEX x3
Battle 2	MelodyEX x2
Battle 3	MelodyEX, MettaurEX, Gaia


220

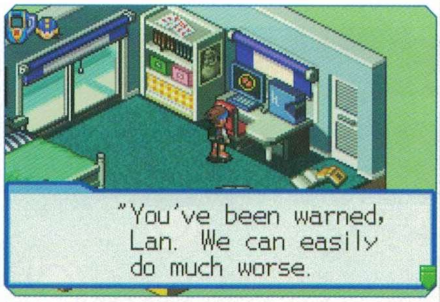
Well done. The theme park opens in three days!

Emergency! Rush home to Lan's room. Someone broke into Lan's room and gassed Mom! Mom will be fine, but the intruder did something to Lan's PC. Check it normally for a note demanding you bring the Dark Chip to Park Area 2. Jack In!


240

You're trying to break in to my workplace!

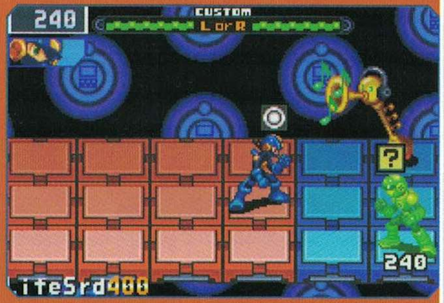
With the Viruses down, Lan earns the **FreePass**, which he hands over to Mayl. Sharp as a bowl of wet mice, Lan doesn't realize that maybe, just maybe, Mayl wants to go to the park with *him*.


"You've been warned, Lan. We can easily do much worse.

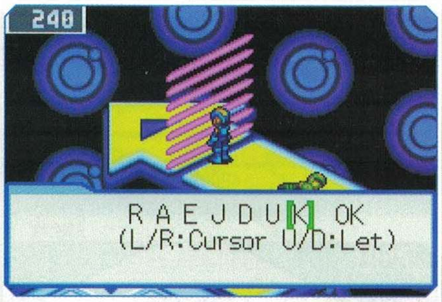
Make your way to Town Area 3. The pink gate at the very end of town blocks off the Park Area. No passcode, and the MegaBuster isn't making a dent. A worker Navi shows up, and decides to take you down. NetBattle!

OPPONENT: NORMLNAVI

Operator	
Element	

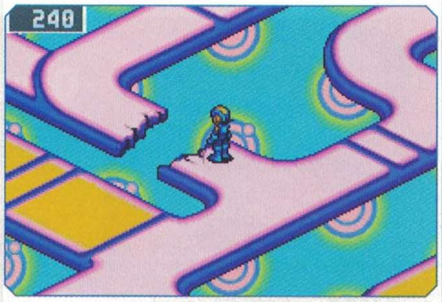


It's a NormlNavi V1, not too tough. He's got Wind, Fan, Recov50 and Fanfare Chips for support. A well-set-up Folder and a little luck, and you can wipe him out with a single Program Advance.

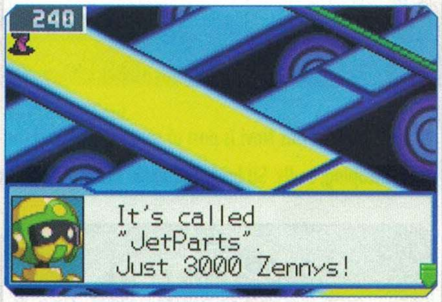

240

R A E J D U K OK
(L/R:Cursor U/D:Let)

Examine the now-unconscious Navi to find a code for the door. But simply plugging in the letters in the order they appear in the code isn't enough. Rearrange the letters so the numbers beneath them are in numerical order from 1 to 7. You're in!

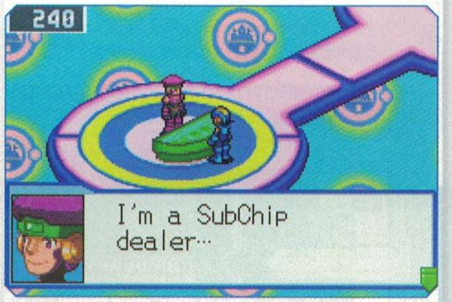


Once in Park 1, wander around. When you are back on the lower level, head east. The path is broken, but keep moving to reach the previously-inaccessible lower level of Town 3.


240

It's called "JetParts". Just 3000 Zennys!

There's a **CustSwrd B** in a Purple Mystery Data, but no Unlocker, no prize. Search the underpass carefully; there's another hiding Navi there who has some **JetParts** for 3000Z. Buy them. You won't regret it. Now return to Park 1.

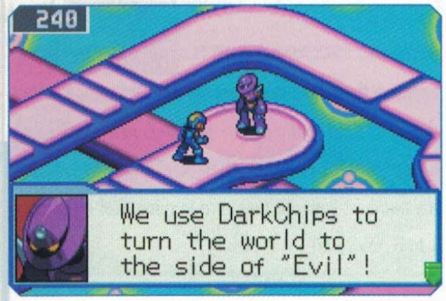

240

I'm a SubChip dealer…

Head back, and take the other road deeper into Park 1, and stay on the lower level. There's a SubChip Dealer there who has some very valuable Unlocker SubChips! Be sure to grab the **RegUp2** in the branch behind him, then head to Park 2

PARK 1 SUBCHIP DEALER

Item	Cost
FullEnrg	1000Z
LocEnemy	10000Z
Unlocker	4000Z

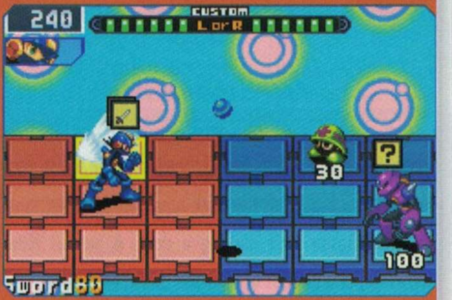


We use DarkChips to
turn the world to
the side of "Evil"!

Take the teleporter to Park 2's main square. Along the only path from there, there's a HeelNavi who wants your DarkChip, and is more than happy to take it by force!

OPPONENT: HEELNAVI

Operator	—
Element	▪

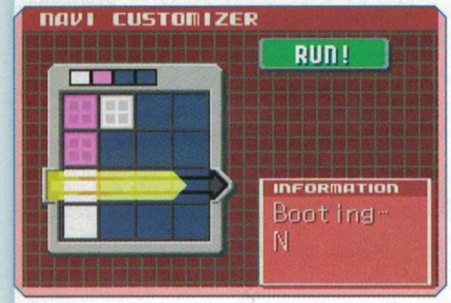


This sucker's the weakest version of the HeelNavi, with only 100 HP. But he has two MettaurEXs backing him up, which make it a little tougher. It's an easy fight, so you shouldn't have any difficulty. He does have an AreaGrab Chip

It turns out that this Navi is part of something called the Dark Chip Syndicate, AKA "Nebula". MegaMan can't stop him from escaping, sadly. Sit back and enjoy the fate of the loser who just tried to take your Chip.

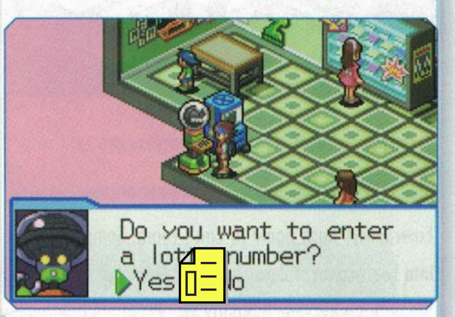
Heh heh heh…
Lan, that's what we
call a "date".

Mayl calls Lan, asking him to come to Castillo with her on opening day with her free tickets. Yes, Lan "Smart As A Bag Of Hammers" Hikari. It's a *DATE*.



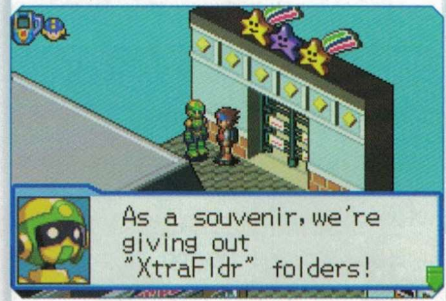
Once you're up, open your email. It's from Dad, and he's got something wicked cool for you… the **Navi Customizer**, and three Programs to get you started, **UnderSht**, **Attack+1**, and **Speed+1**. Plus, an **XtraFldr**, which isn't really anything special, but hey, who cares? Ain't Dad something?

Use the attached tutorial to plug in your new Customizer Programs and familiarize yourself with how it works; it's a powerful tool. See Chapter 6.5 "Navi Customizer" for a complete rundown on this device.



Do you want to enter
a lot[illegible] number?
▶Yes [illegible]o

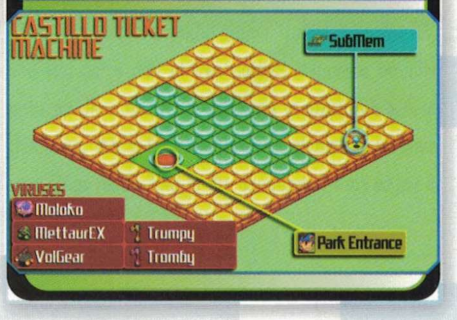
Before you take the Metroline to Castillo, pop into Higsby's. He's got a new machine installed, the Number Trader! Just plunk in the Lotto Numbers you've found so far, and claim valuable prizes!

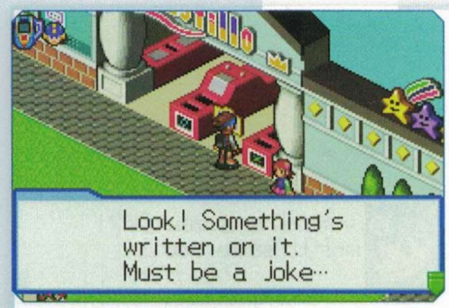


As a souvenir, we're
giving out
"XtraFldr" folders!

Make your way to Castillo via the Metroline. In the upper-left corner by the exit there is a guy dressed as a Navi who offers to give you a "new" spare Folder. It's actually the same as the XtraFldr Dad sent you, but if you ever change spares and want the XtraFldr back, come here.

CASTILLO TICKET MACHINE





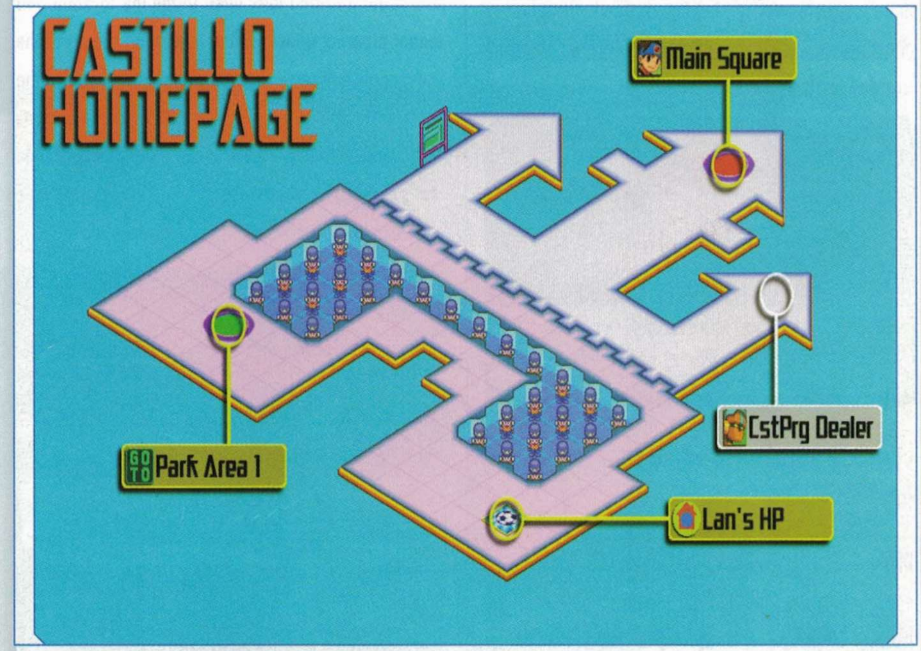
Look! Something's written on it. Must be a joke···

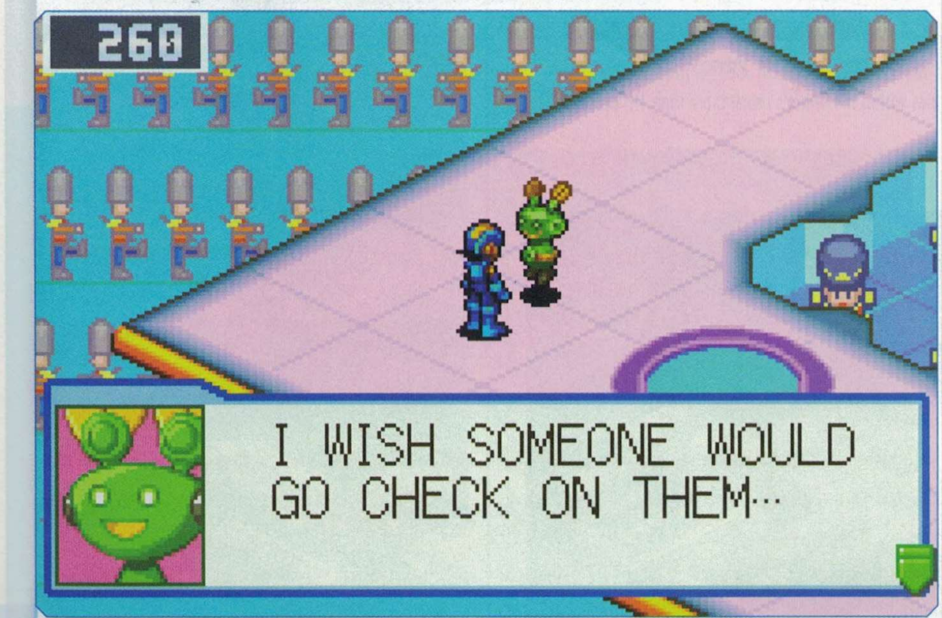
There's another **Lottery Number** for the Number Trader written on the sign at the entrance. Write it down before you talk to Mayl and enter the park.

Once you get inside the Main Square, talk to the crowd of people. The tech says that the team investigating the broken rides in Park Area 3 hasn't reported back. Not good. You should check into it, so Jack into the stand to the right to reach Castillo's Homepage, complete with a Customizer Program Dealer!

CASTILLO HP PROGRAM DEALER

Item	Cost
HP+100	1000Z
ChargMAX	4800Z
Shield	5500Z
FstBarr	6800Z
MegFldr1	8000Z
Custom1	9600Z

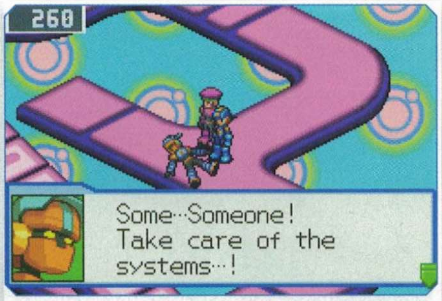




I WISH SOMEONE WOULD GO CHECK ON THEM···

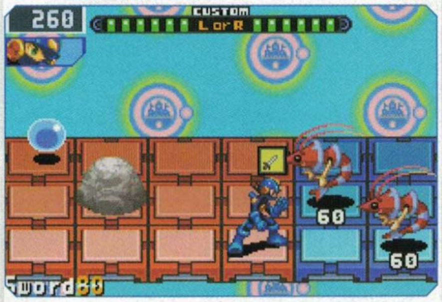
Talk to the Program next to the warp point. He wants someone to check up on the tech team. Guess who's going to do it? He gives you the **CastlPCd** to open the Security Cube on the other side of the warp.

Now, move into Park 2. The path leads through several warp points, but it's actually pretty straightforward. Once you reach the orange road, you're near the entrance to Park 3. You can take the other path to find a **VarSwrd B** in a Purple Mystery Data if you want, but the orange road is where you need to go.

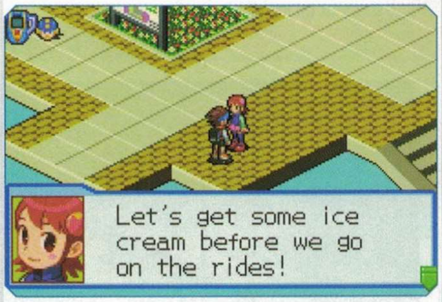


Some···Someone! Take care of the systems···!

Once in Park 3, take the first set of stairs to earn a **BugFrag**. If you have an Unlocker to spare, take the last set of stairs to reach a **ColorPt** * Chip inside a Purple Mystery Data. If you don't, take the second-to-last set of stairs. They both ultimately end up at the same point, near a wounded Navi.



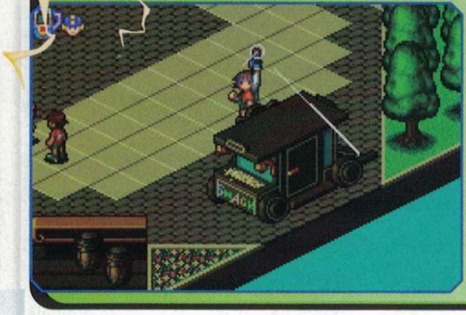
Just past the Navis is the Castillo control system, and it's infected with Viruses. A trio of Shrimpys attack Mega. Remember that they're weak to Elec attacks. Be careful because the rock in your field can't be pushed by AirShots or the GutsSoul.

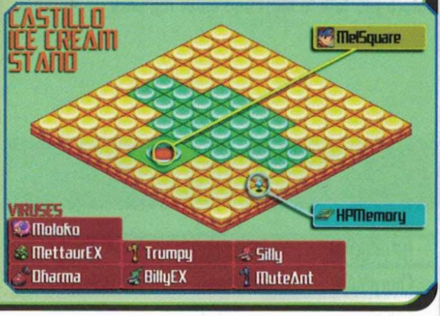


Let's get some ice cream before we go on the rides!

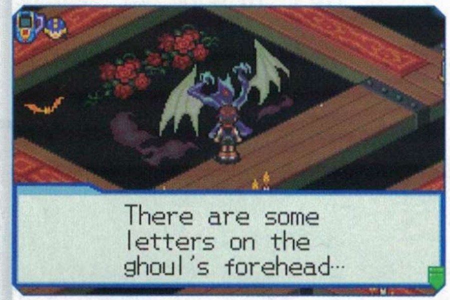
Jack Out once the Shrimpys are cleaned up. With the rides up and running, Mayl's ready for fun. But first, some ice cream, and she expects you to get it for her. Head to the lower square and get some from the cart.

CASTILLO STAND



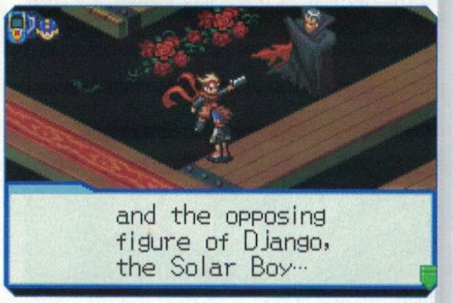

CASTILLO ICE CREAM STAND
MelSquare
HPMemory
VIRUSES
Moloko
MettaurEX
Trumpy
Silly
Dharma
BillyEX
MuteAnt

Return to Mayl, and watch Lan struggle through this whole dating thing. Mayl heads off for the Vampire Manor, leaving Lan behind. Go back to MelSquare, then enter the big spooky building by the ice-cream cart.



There are some
letters on the
ghoul's forehead…

Mayl wants you to scout the scary mansion. Thankfully, there's actually stuff to be found. Check the glowing ghoul when it appears; there's a **Lottery Number** scrawled on its forehead!



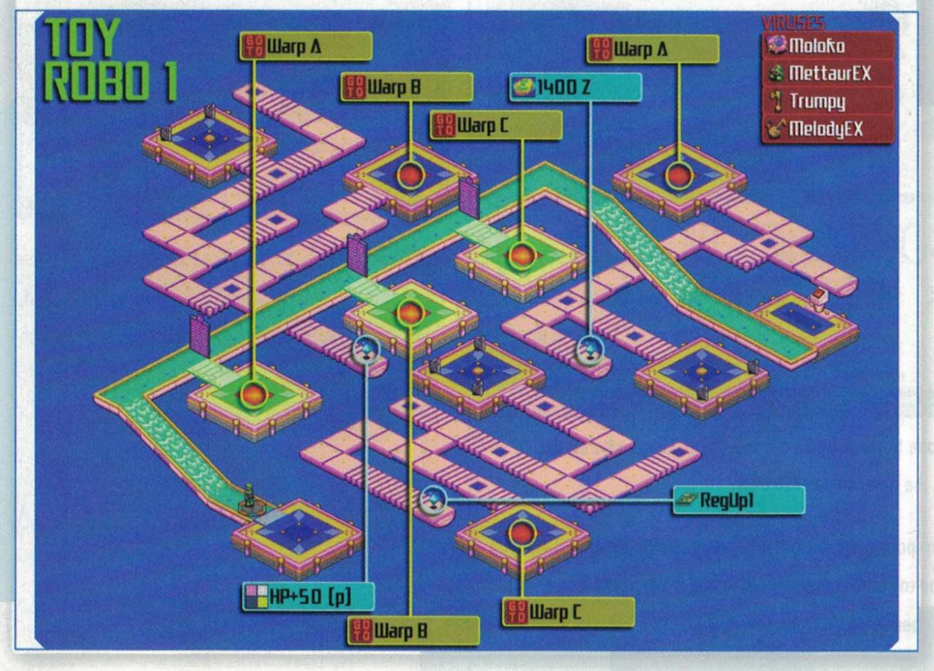
and the opposing
figure of Django,
the Solar Boy…

Well well well. It's Django, star of Konami's *Boktai: The Sun Is In Your Hand.* And what's this? There's a **GunSol G** Chip at his feet! Hot dog!

Standard Chip #024: GunSol1

• Codes: A, G, M, *

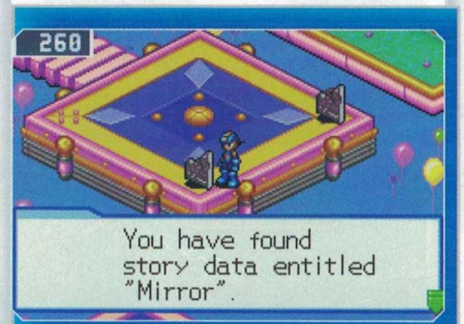
Django's signature weapon, the GunSol Chip casts a bright beam of light into the second column in front of MegaMan. A simple tap of the button does negligible damage; hold the button down instead, and the beam stays. While Mega can't move as long as you've got the GunSol active, any enemies within the beam's reach have their HP drained away at an incredible rate!


TOY ROBO 1
Warp A
Warp B
Warp C
Warp A
1400 Z
VIRUSES
Moloko
MettaurEX
Trumpy
MelodyEX
RegUp1
HP+50 [p]
Warp B
Warp C

Mayl, are you OK?!
I'll save you!!

Just keep wandering, and soon Lan makes his way outside. Just in time for an emergency! The ToyRobos in the park are going nuts! Lan rushes Halberd Princess threatening Mayl with an axe, and Jacks In MegaMan to shut it down.

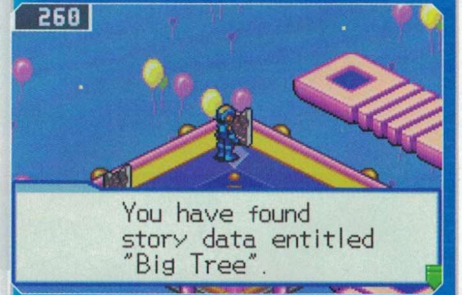
Talk about fractured fairy tales. Inside the ToyRobo, you cannot progress without filling in missing chunks of the storyboards that serve as gates on the raft ride. Read the story, and take note of the part missing (missing parts read as asterisks). From there, seek out the block of code that's missing. There are other bits that are incorrect text, so be careful or you will have to backtrack.



260

You have found
story data entitled
"Mirror".

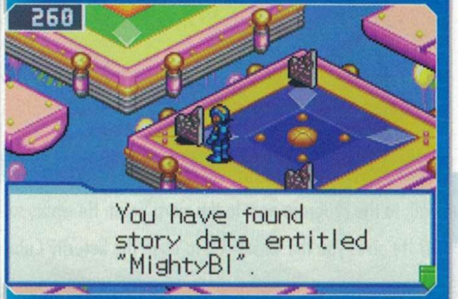
"Mirror"



260

You have found
story data entitled
"Big Tree".

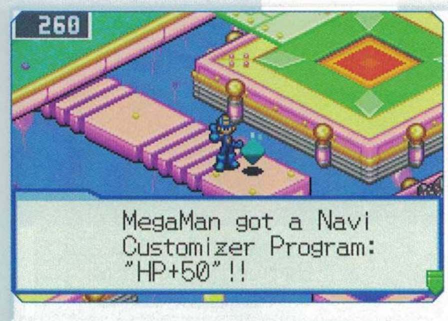
"Big Tree"



260

You have found
story data entitled
"MightyBl".

"MightyBl"



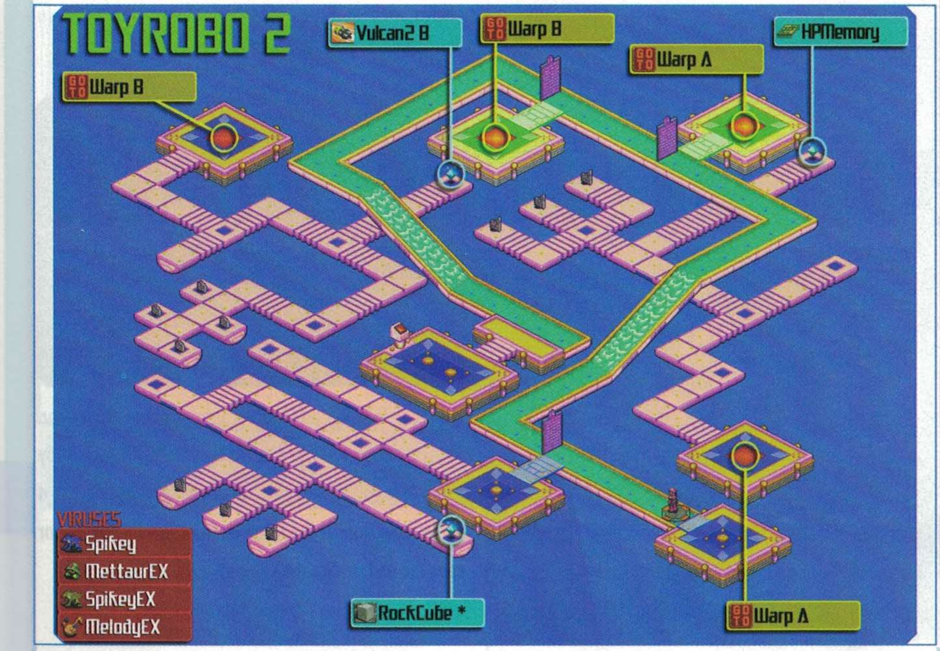
MegaMan got a Navi
Customizer Program:
"HP+50"!!

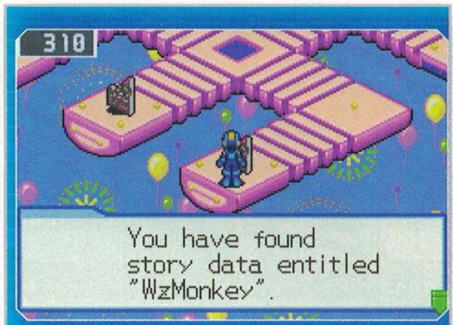
At the second stop, be sure to run under the flume to pick up a **HP+50 NaviCust Program**. More HP is always nice, so plug that in ASAP.

Of course, it won't be as easy as just pressing the stop button. Of course there's Viruses! A BillyEX and MelodyEX attack. Once they're gone, the Halberd Princess shuts down.

260
CUSTOM
L or R
120
40
Spreader30×2

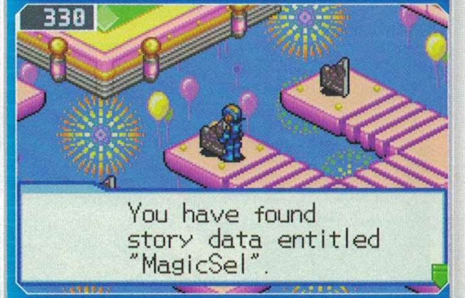
Unfortunately, the Wizard Dog ToyRobo in the Main Square is now running amok. Rush in, Jack In, and fix his story but good.


TOYROBO 2
Vulcan2 B
Warp B
Warp A
HPMemory
Warp B
VIRUSES
Spikey
MettaurEX
SpikeyEX
MelodyEX
RockCube *
Warp A



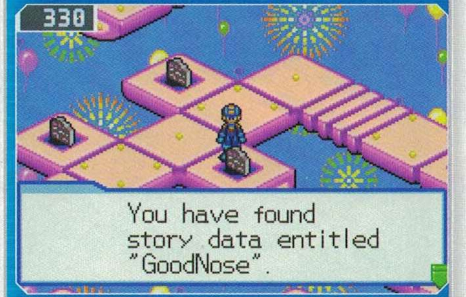
You have found
story data entitled
"WzMonkey".

"WzMonkey"



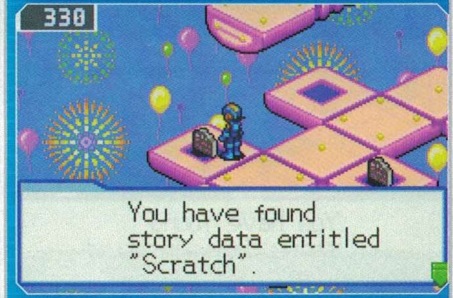
You have found
story data entitled
"MagicSel".

"MagicSel"



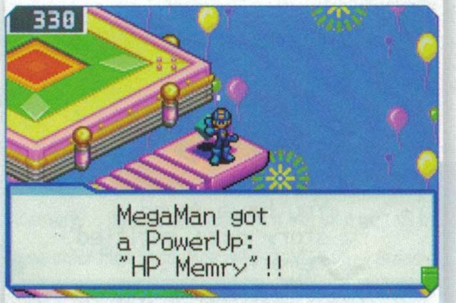
You have found
story data entitled
"GoodNose".

"GoodNose"



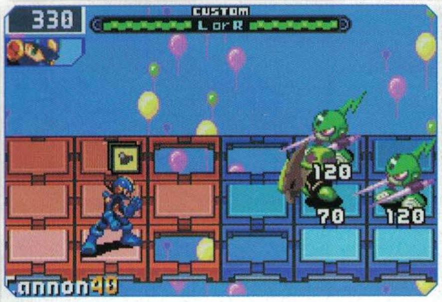
You have found
story data entitled
"Scratch".

"Scratch"

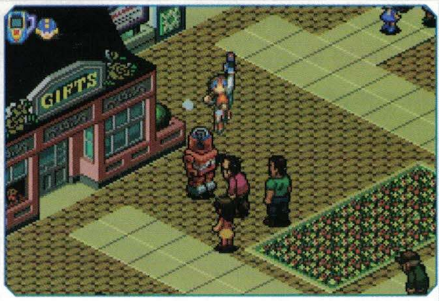


MegaMan got
a PowerUp:
"HP Memry"!!

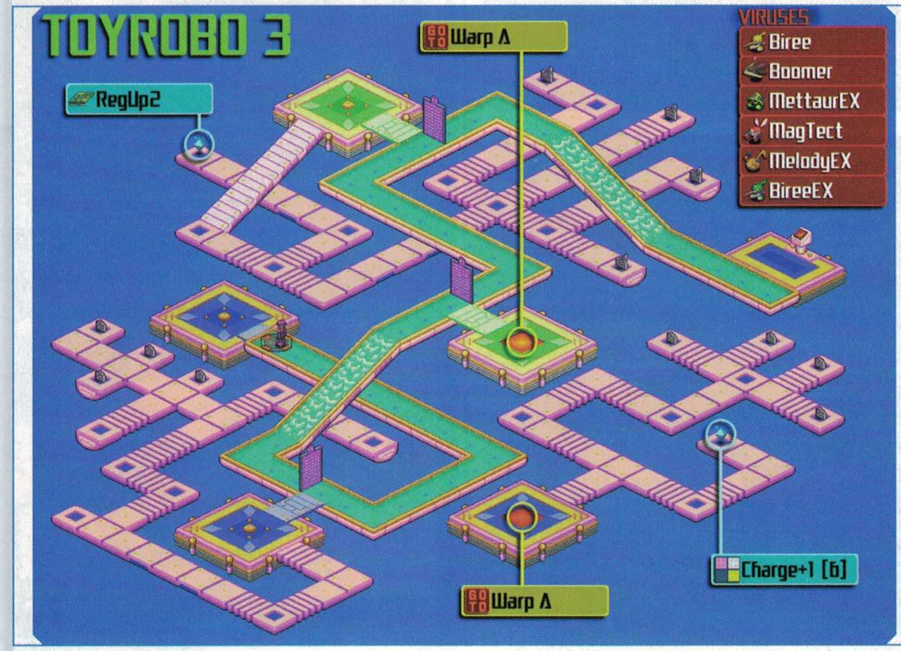
The second stop of the Wizard Dog story has an **HPMemory** that you shouldn't miss.

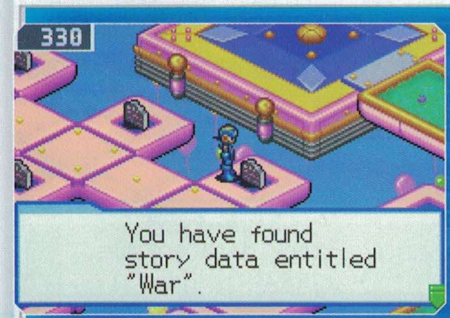

330
CUSTOM
L or R
120
70
120
annon40

Of course, there are more Viruses in the stop button; a MettaurEX and a pair of BillyEXs. Those holes may save you from the Mettaur's shockwaves, but not the ThunderBall strikes.



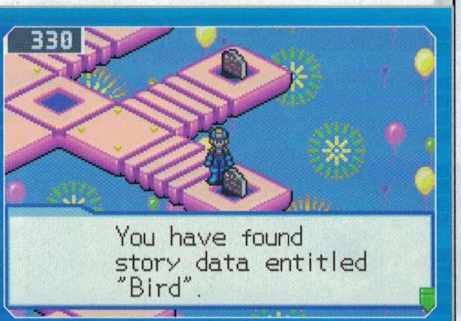
You're not done yet, another one's gone berserk! Jack In to the malfunctioning TinMan ToyRobo in front of the gift shop.


TOYROBO 3
VIRUSES
Biree
Boomer
MettaurEX
MagTect
MelodyEX
BireeEX
Warp A
RegUp2
Charge+1 [6]
Warp A



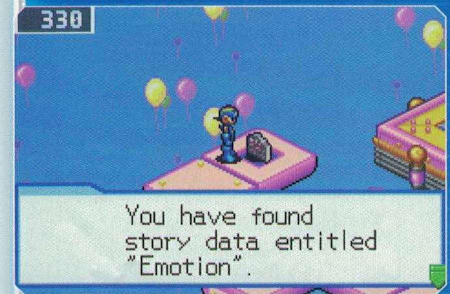
You have found
story data entitled
"War".

"War"



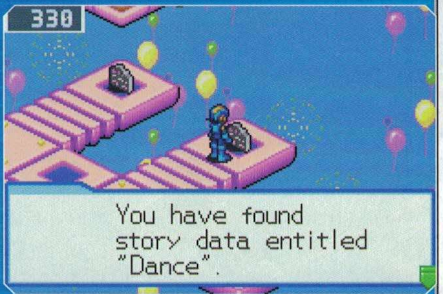
You have found
story data entitled
"Bird".

"Bird"



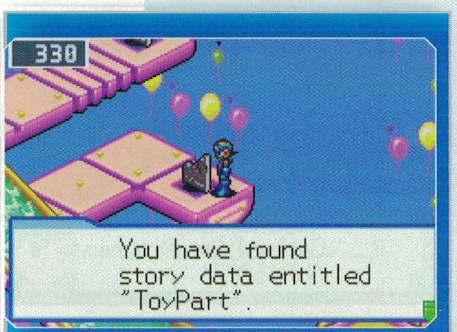
You have found
story data entitled
"Emotion".

"Emotion"



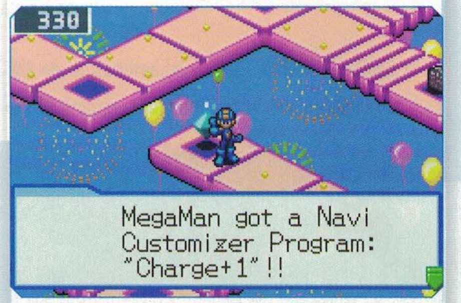
You have found
story data entitled
"Dance".

"Dance"



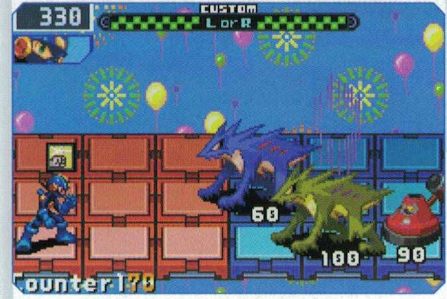
You have found
story data entitled
"ToyPart".

"ToyPart"



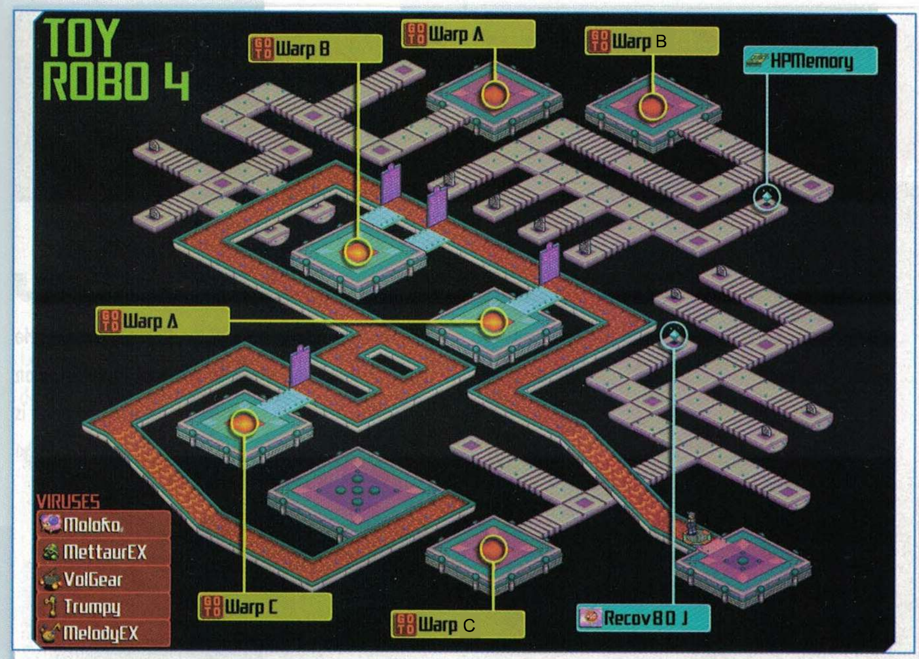
MegaMan got a Navi
Customizer Program:
"Charge+1"!!

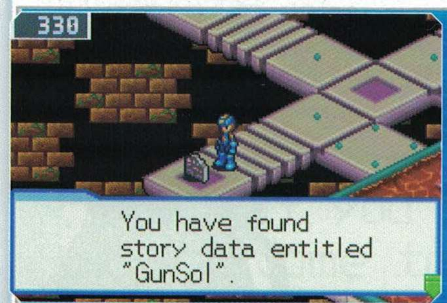
Don't skip the **Charge+1 Customizer Program** at the second stop of the TinMan story.


330
CUSTOM
L or R
60
100
90
Counter170

After the second stop, the flume ride is interrupted by Virsues! A Spikey, SpikeyEX, and a Dharma are here to make your life miserable. If you have Aqua Soul, use it to extinguish the Spikeys fast. And, of course, there's Viruses at the end of the ride. A SpikeyEX and two MelodyEXs. Clobber them to shut down the TinMan.

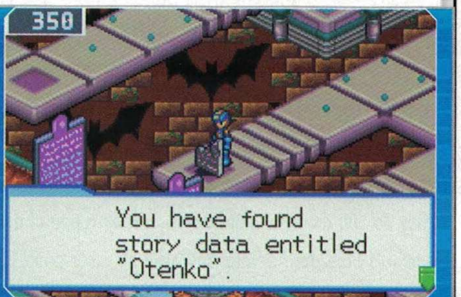
The final ToyRobo has lurched into the Vampire Manor. Unfortunately, it's near-pitch-black inside. Feel your way along the passages, using the glowing wall deco as a guide. Your goal is the large open area with the mirror near the end, where the vampire ToyRobo waits.


TOY ROBO 4
GO TO Warp B
GO TO Warp A
GO TO Warp B
HPMemory
GO TO Warp A
VIRUSES
Moloko
MettaurEX
VolGear
Trumpy
MelodyEX
GO TO Warp C
GO TO Warp C
Recov80 J



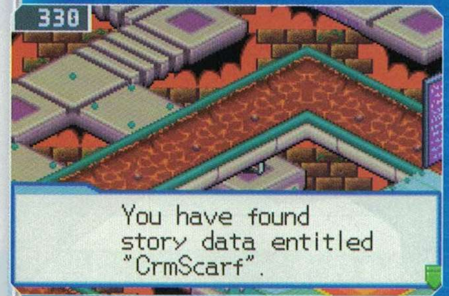
You have found
story data entitled
"GunSol".

"GunSol"



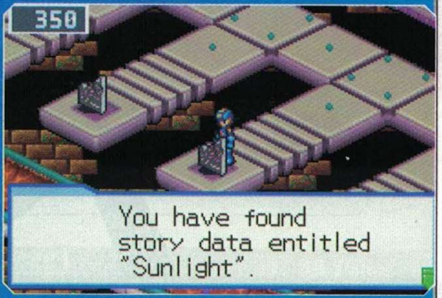
You have found
story data entitled
"Otenko".

"Otenko"



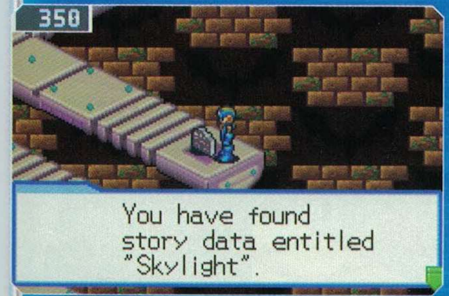
You have found
story data entitled
"CrmScarf".

"CrmScarf"



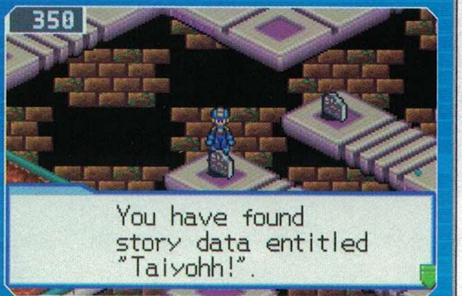
You have found
story data entitled
"Sunlight".

"Sunlight"



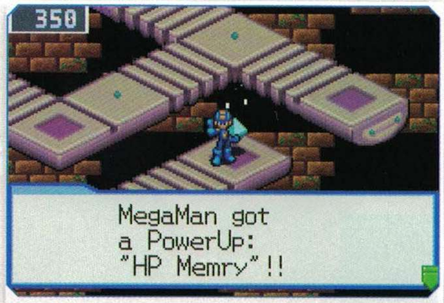
You have found
story data entitled
"Skylight".

"Skylight"



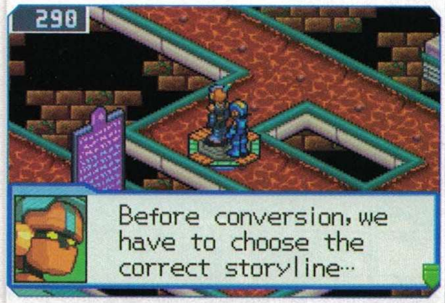
You have found
story data entitled
"Taiyohh!".

"Taiyohh!"



MegaMan got
a PowerUp:
"HP Memry"!!

Don't miss the **HPMemory** near the text chunks when opening the second gate.



Before conversion, we
have to choose the
correct storyline…

After the third gate, there's a twist. You have to choose the correct story branch in order to reach the fourth gate! Select "Apple" as the Solar Fruit and you can move on.

290
CUSTOM
L or R
100
68
102

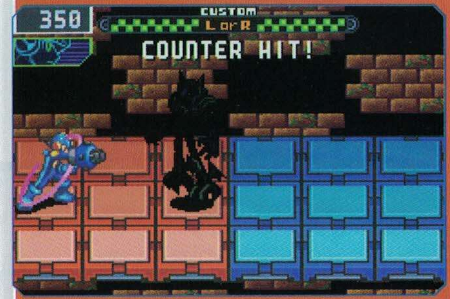
After a rather odd and anticlimactic end to Django's story, even yet still more Viruses attack before the raft reaches the end of the ride. Time to fend off a MettaurEX, VolGearEX, and a Gaia.

…Oh that switch?
It was a nuisance so
I got rid of it.

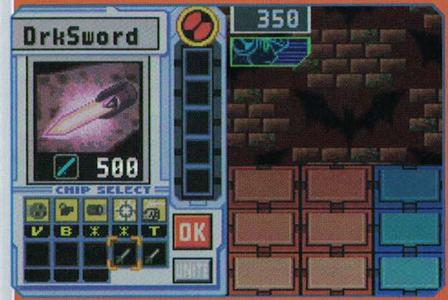
At the end of the ride, MegaMan makes a horrible discovery… there is no off switch! It was all a trap set by none other than ShadeMan, who couldn't resist messing up Django's story. Rather than let fang-face have the Chip, Mega destroys it. ShadeMan doesn't like that one bit.

OPPONENT: SHADEMAN.EXE

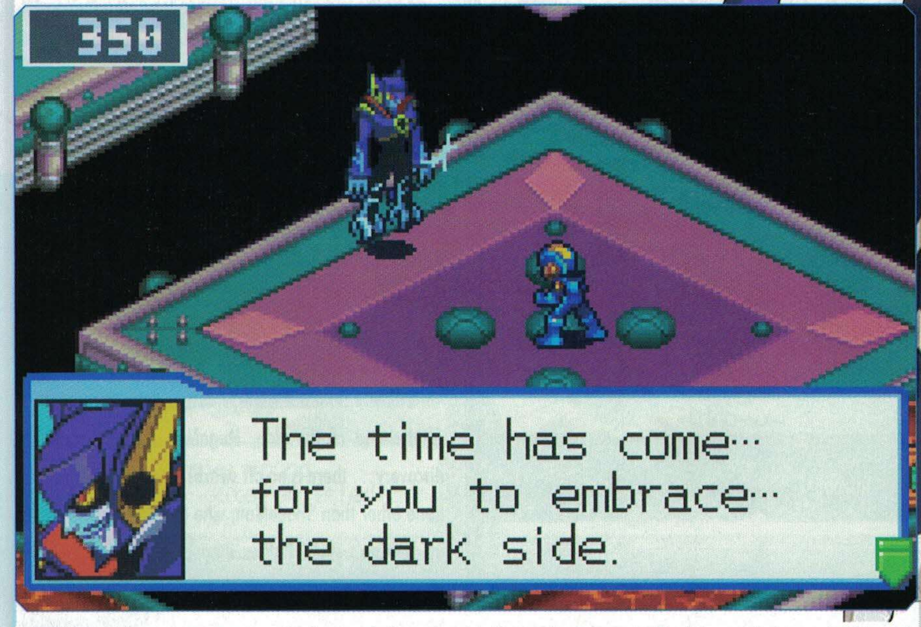
—	**Operator**
▣	**Element**



Absolutely nothing you have can penetrate ShadeMan's Dark Power, not even the GunSol. And this time around, ShadeMan won't run off. One of you has to be deleted... but it can't be you. Keep using Chips anyway, though.

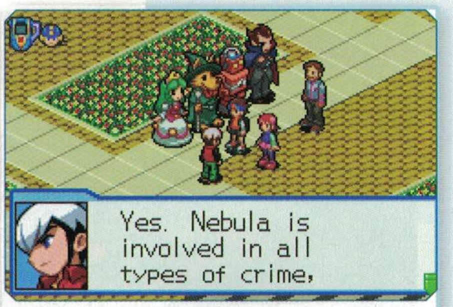


After a few futile turns, two new Chips mysteriously appear in the Custom Window... a pair of DarkSwrds. They do 500 damage, and have the slicing range of a LifeSwrd Program Adavnce. You have no other choice. Pick one, and let ShadeMan have it. You are automatically glitched and forced to move forward as soon as you exit the Custom Menu; thankfully you need to be semi-close to connect.



The time has come…
for you to embrace…
the dark side.

ShadeMan goes up pretty awesomely, but not before taunting Mega about how the Dark is now in his soul. This can't be good.



Yes. Nebula is
involved in all
types of crime,

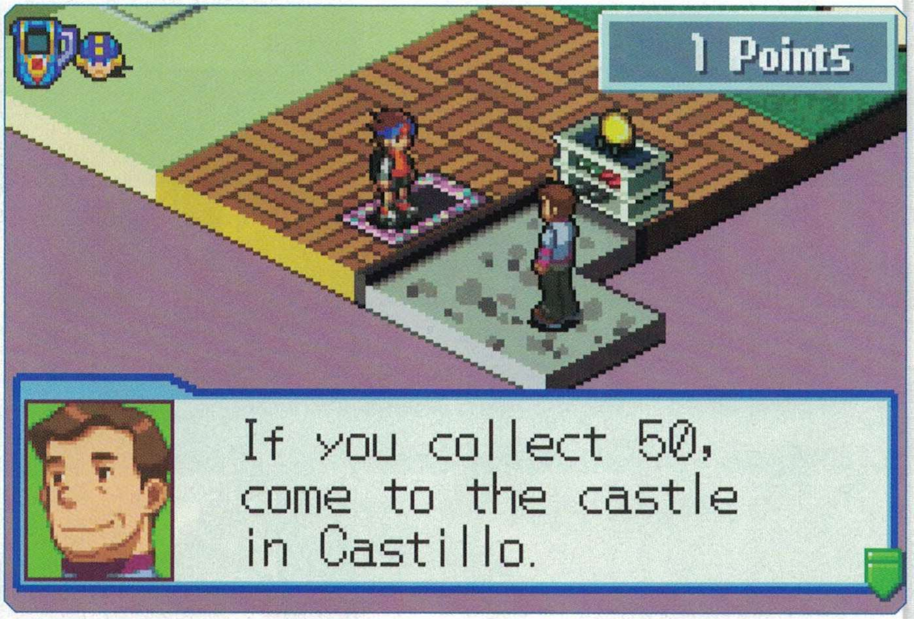
It's Chaud, here to investigate the Nebula syndicate. He seems to have mellowed somewhat, but warns Lan about the use of Dark Chips. This is sage advice, but it is a little too late. There's not much more to do but go home.

> Don't worry, MegaMan's HP isn't reduced for using the Dark Chip this once. But from this point on, Dark Chips appear in the Custom Menu when things are going bad for Mega, and any time you use one, you lose 1 HP permanently.

eagle/hawk tournament

part 2: if it takes all night

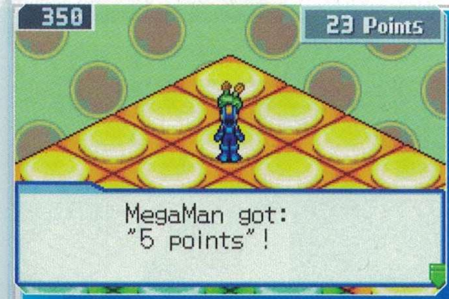
Let's just forget about that whole Dark Chip deal, shall we? Today's the start of a new tournament, one that will determine who is the best NetBattler in all of Electopia!



If you collect 50, come to the castle in Castillo.

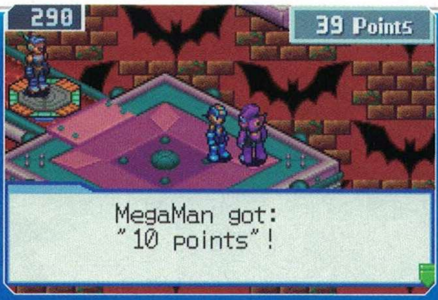
Lan gets a visit from a tournament official. Seems the preliminaries are basically a huge scavenger hunt. Lan must search for and collect 50 Points, then return to Castillo with them. Get moving!

> While Lan only needs 50 points to qualify, there are actually 66 out there to be collected. There is no special bonus for finding them all; so skip the ones in net-areas you don't feel like bothering with.



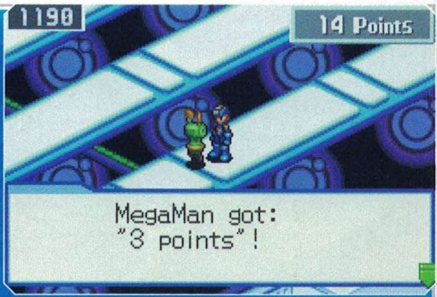
MegaMan got: "5 points"!

Dome NB Machine – 5pts



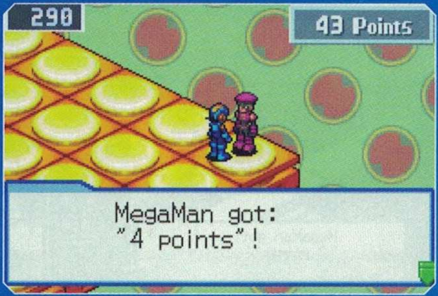
MegaMan got: "10 points"!

ToyRobo 4 – 10pt



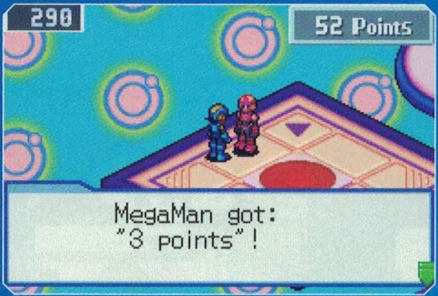
MegaMan got: "3 points"!

Town Area 3 – 3pt



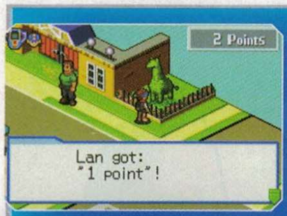
MegaMan got: "4 points"!

Ice Cream Cart – 4 pts



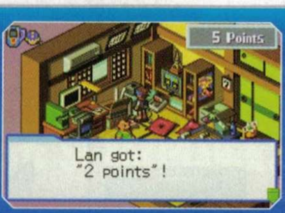
MegaMan got: "3 points"!

Park Area 2 – 3pts



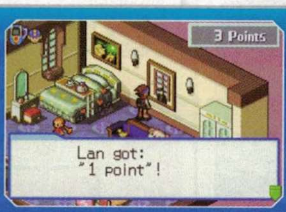
Lan got:
"1 point"!

ACDC Town – 1pt



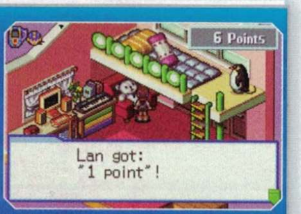
Lan got:
"2 points"!

Dex's house – 2pts



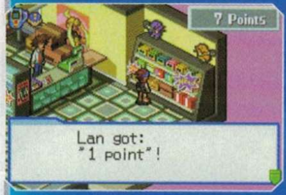
Lan got:
"1 point"!

Yai's house – 1pt



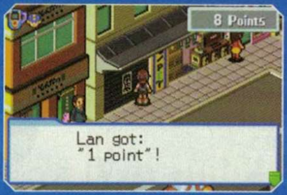
Lan got:
"1 point"!

Mayl's house – 1pt



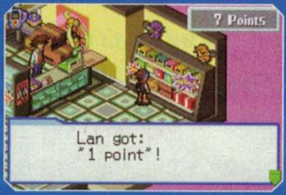
Lan got:
"1 point"!

ACDC Town – 1pt



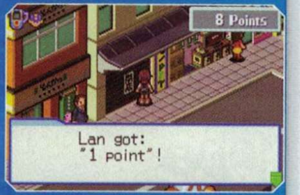
Lan got:
"1 point"!

Dex's house – 2pts



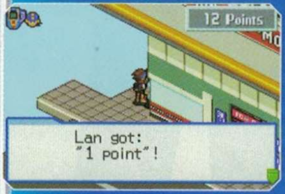
Lan got:
"1 point"!

Higbsy's – 1pt



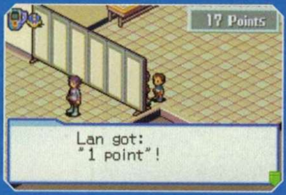
Lan got:
"1 point"!

ElecTown 1 – 1pt



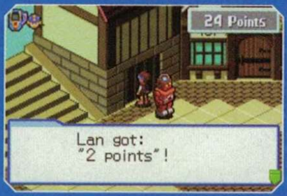
Lan got:
"1 point"!

ElecTown 2 – 1pt



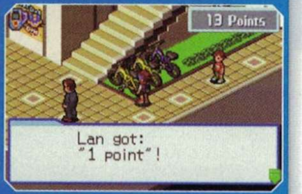
Lan got:
"1 point"!

DenDome Alley – 1pt



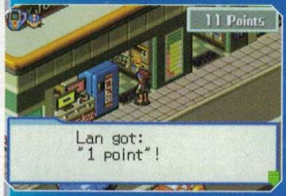
Lan got:
"2 points"!

MelSquare – 2pts



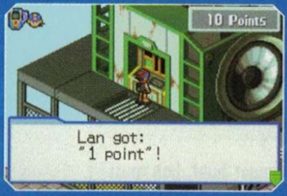
Lan got:
"1 point"!

DenDome – 1 pt



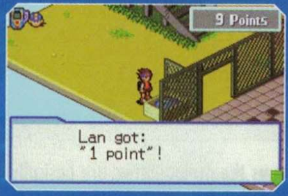
Lan got:
"1 point"!

ElecTown 2 – 1pt



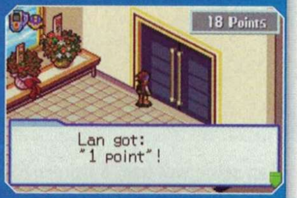
Lan got:
"1 point"!

ElecTown Square – 1pt



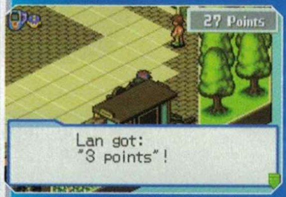
Lan got:
"1 point"!

ElecTown 1 – 1pt



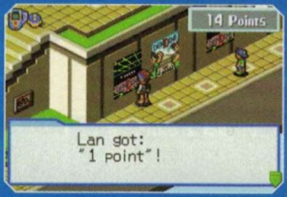
Lan got:
"1 point"!

DenDome Alley – 1pt



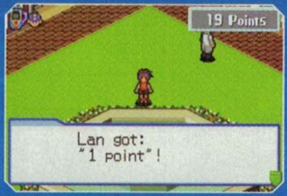
Lan got:
"3 points"!

MelSquare – 3 pts



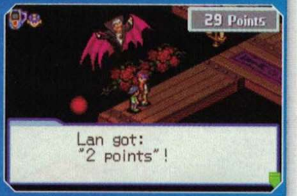
Lan got:
"1 point"!

DenDome – 1pt



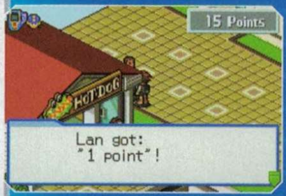
Lan got:
"1 point"!

Castillo Entrance – 1pt



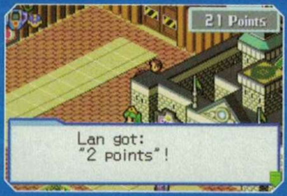
Lan got:
"2 points"!

Vampire Manor – 2pts


15 Points
HOT DOG

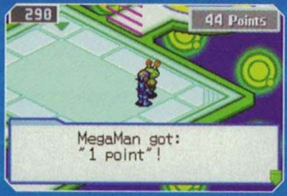
Lan got:
"1 point"!

DenDome – 1pt



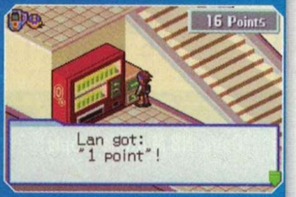
Lan got:
"2 points"!

Center Square – 2pts


290
44 Points

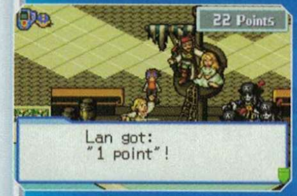
MegaMan got:
"1 point"!

ACDC Area 1 – 1pt



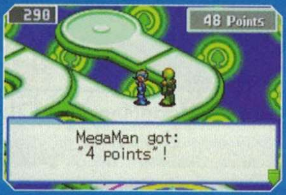
Lan got:
"1 point"!

DenDome Alley – 1pt



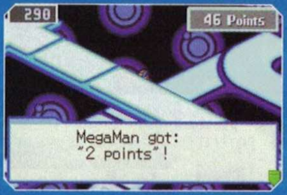
Lan got:
"1 point"!

MelSquare – 1pt


290
48 Points

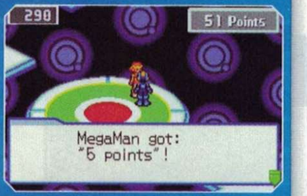
MegaMan got:
"4 points"!

ACDC Area 3 – 4pts


290
46 Points

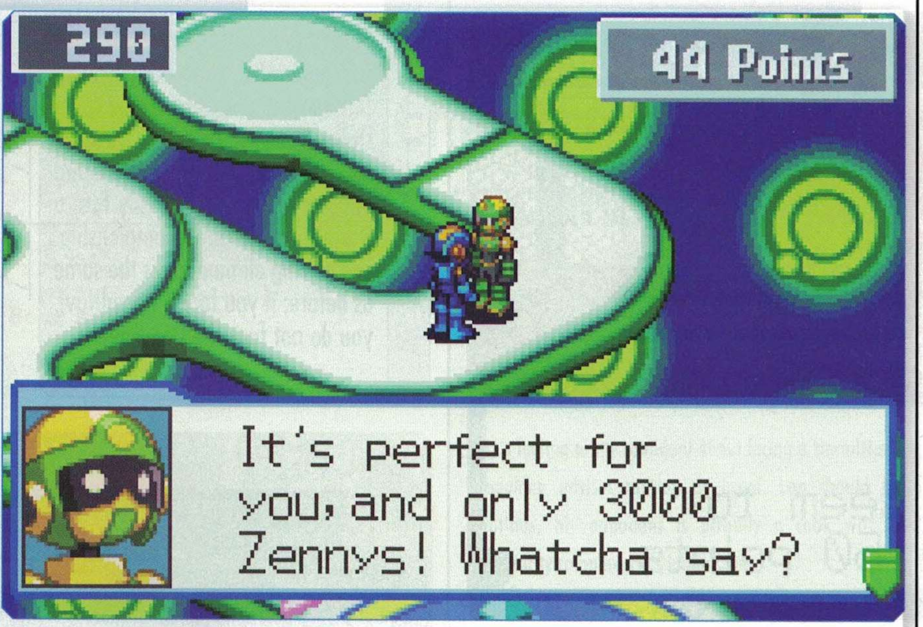
MegaMan got:
"2 points"!

Town Area 1 – 2pts


290
51 Points

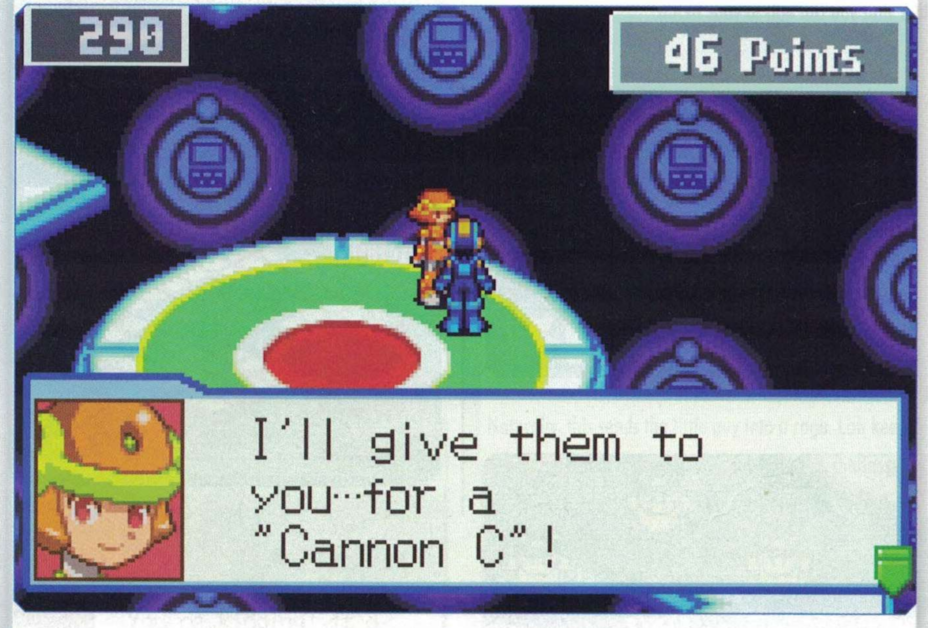
MegaMan got:
"5 points"!

Town Area 2 – 5pts



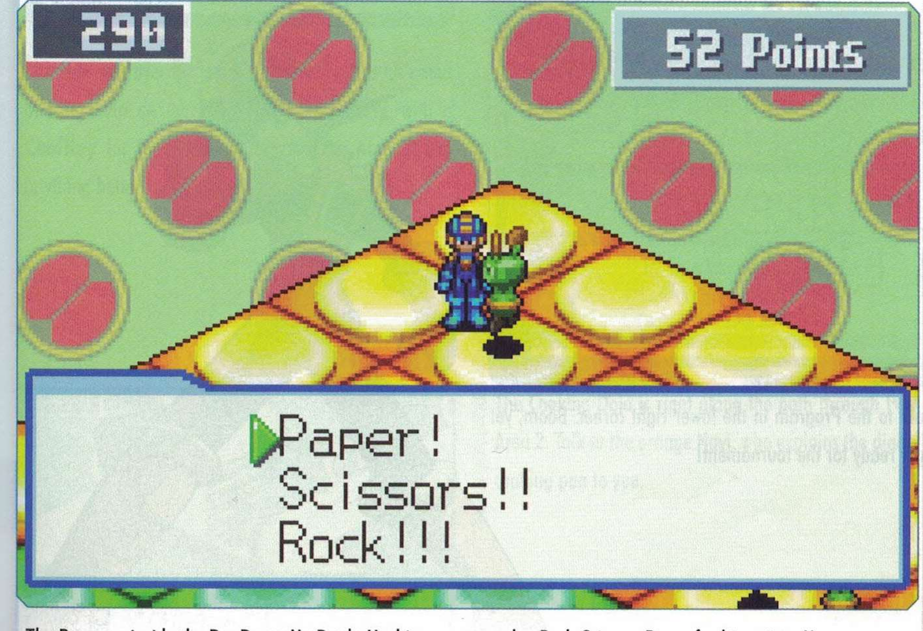
It's perfect for you, and only 3000 Zennys! Whatcha say?

There's a Navi in ACDC 3 who will sell you his **4 points** for 3000Z. If you're going to skip points, skip these.



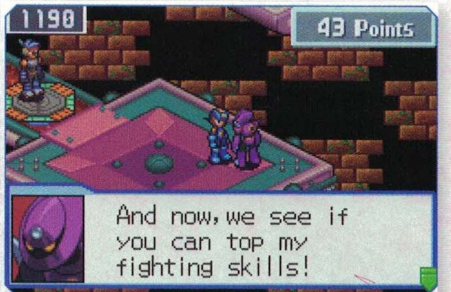
I'll give them to you…for a "Cannon C"!

The orange Navi-girl in Town Area 2 wants a Cannon C in exchange for **5 points**.



▶Paper!
Scissors!!
Rock!!!

The Program inside the DenDome NetBattle Machine wants to play Rock-Scissors-Paper for his points. He sure seems to like "scissors". Beat him to earn **5 points**.

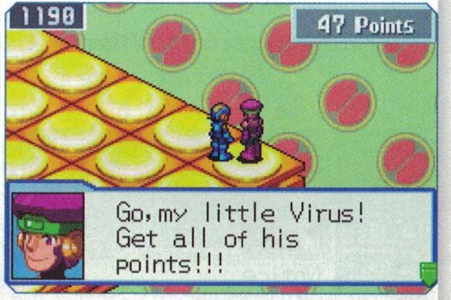


And now, we see if you can top my fighting skills!

The HeelNavi in the Dracky ToyRobo has a whopping **10 points**, but he also wants a fight.

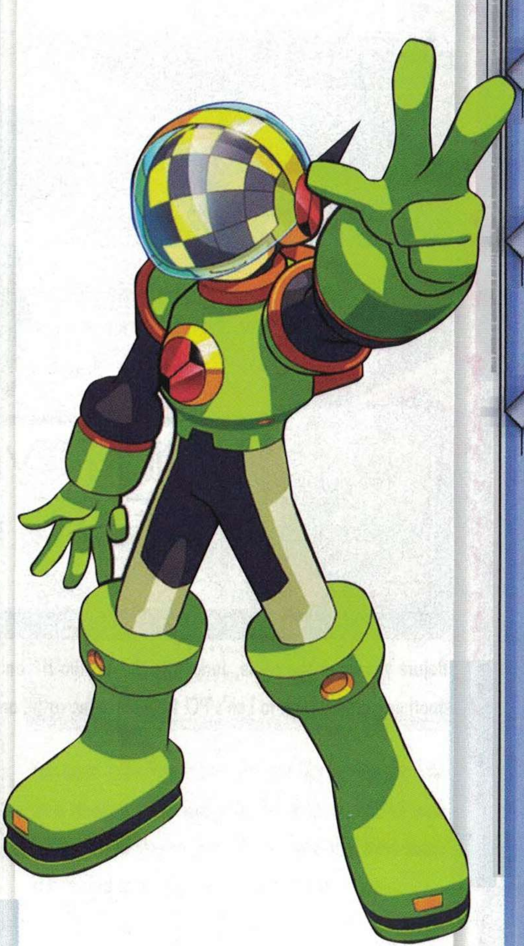
TOYROBO 4 POINT BATTLES

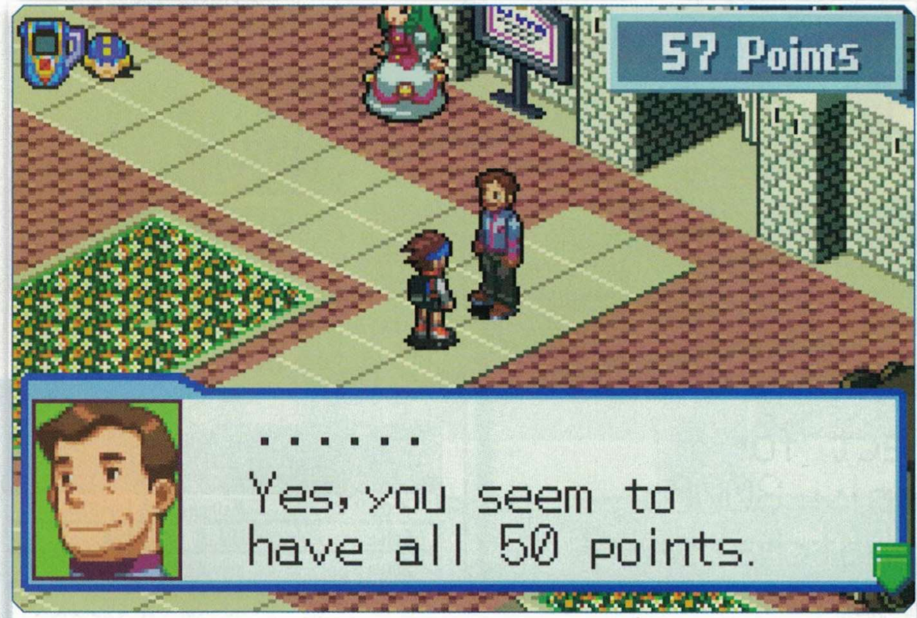
Battle 1	MettaurEX x2, LarkEX
Battle 2	Melody x2, LarkEX
Battle 3	Billy x2, LarkEX



Go, my little Virus! Get all of his points!!!

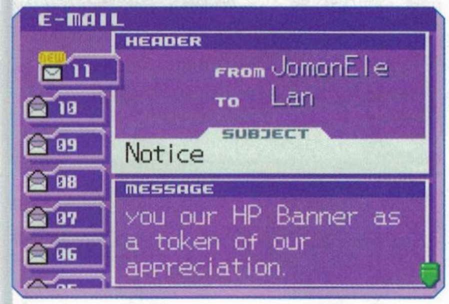
The Navi in the Ice Cream Cart is also itching for a rumble. One MettaurEX, BillyEX, and Tuby later, you're **4 points** richer.





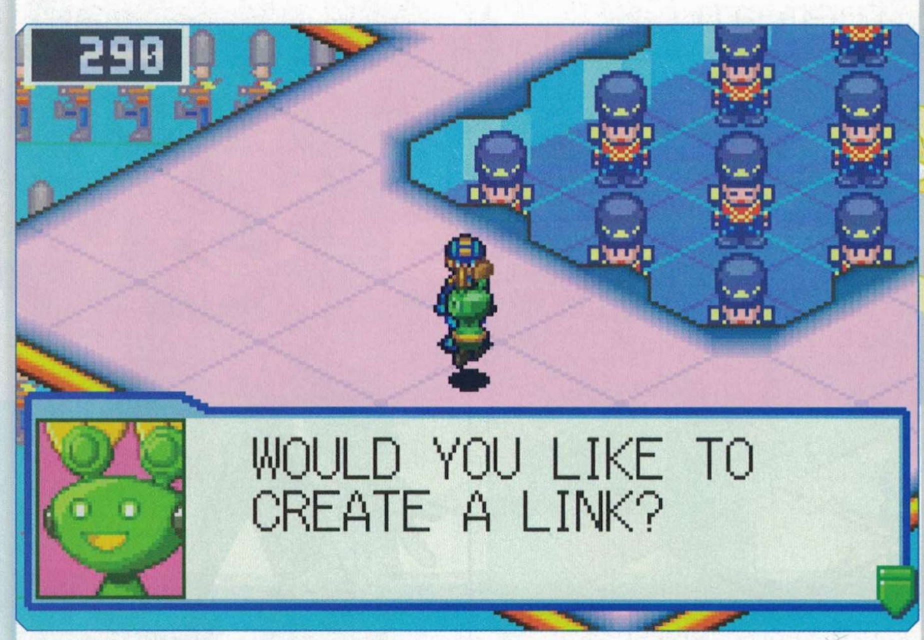
......
Yes, you seem to have all 50 points.

Return to Castillo once you've collected 50 points and talk to the official in front of the castle. You're in the Tournament! Not only that, but you get a brand-new **Flder2**, a second folder that you can edit to your liking.


E-MAIL
NEW 11
10
09
08
07
06

HEADER
FROM JomonEle
TO Lan
SUBJECT
Notice
MESSAGE
you our HP Banner as a token of our appreciation.

Be sure to check your new email too. Jomon sends a **Banner Link** to your page, making the trip from Lan's HP to Town net even faster!

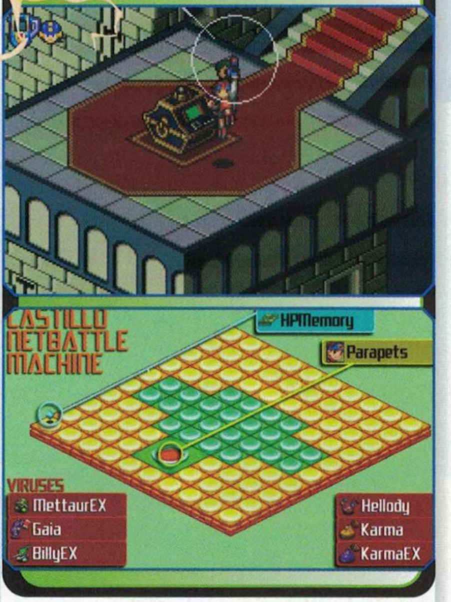


WOULD YOU LIKE TO CREATE A LINK?

Before you enter the castle, Jack In to the Castillo HP and talk to the Program in the lower right corner. Boom, yet another **Banner Link** to Lan's PC! Now enter the castle and get ready for the tournament!

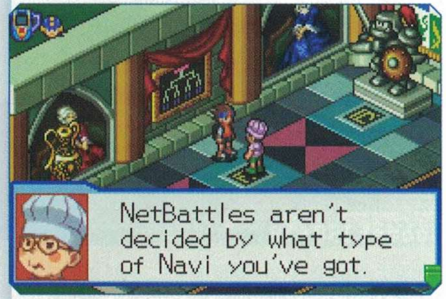
Unlike the Den Battle/City Battle Tournaments, the Eagle/Hawk Tournament does not follow a set story tree. From the beginning, you may face one of six different opponents; you could easily face a NormlNavi for the championship. The pairing elimination is the same as before; if you face a NormlNavi, you do not face the HeelNavi.

CASTILLO NETBATTLE MACHINE

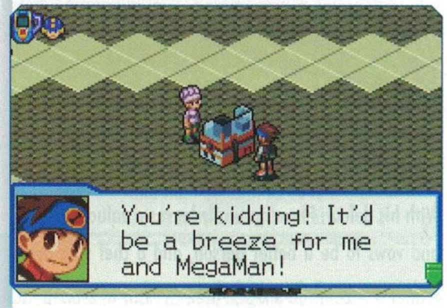

CASTILLO NETBATTLE MACHINE
HPMemory
Parapets
VIRUSES
MettaurEX
Gaia
BillyEX
Hellody
Karma
KarmaEX

eagle/hawk tournament part 3.1: the greatest taste around

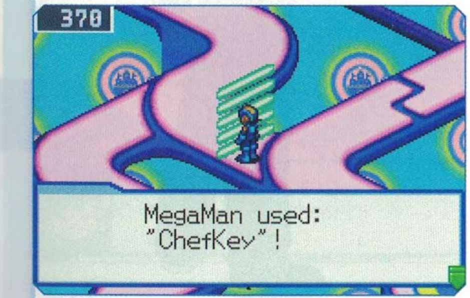
Boss: NormlNavi V2


NetBattles aren't decided by what type of Navi you've got.

Lan decides to go see just what Flave's up to. Head to the MelSquare below, where Flave's set up a cooking machine to show off his Navi's culinary skills with some near-heavenly curry. Lan, however, still prefers his mom's curry.

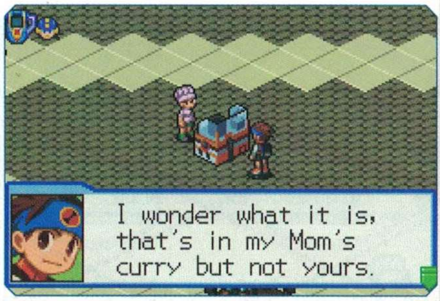

You're kidding! It'd be a breeze for me and MegaMan!

Lan is in way over his head. However, he gets an email offering help on learning how to cook curry, with a **ChefKey** for the Cooking Dojo in Park Area 2. Got anything better to do?

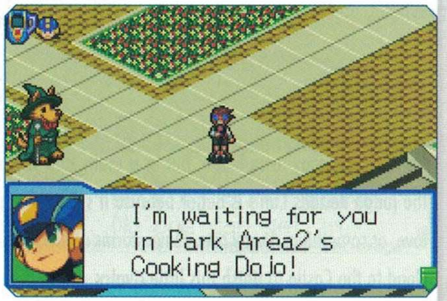


MegaMan used: "ChefKey"!

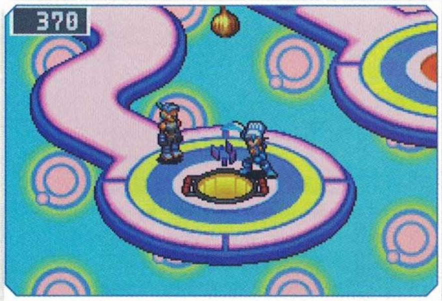
Lan's feeling pretty confident about facing a NormlNavi. MegaMan advises caution as usual. Lan should be cautious, his opponent is actually a cook with a superiority complex. He's kinda scary.


I wonder what it is, that's in my Mom's curry but not yours.

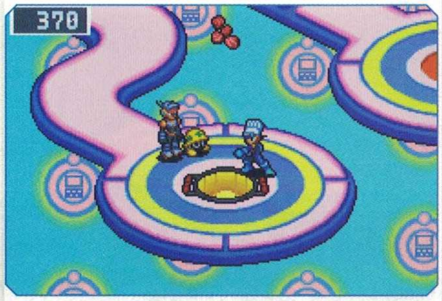
Naturally, this sends the little guy into a rage. Lan keeps opening his big yap, and soon finds himself challenged to a cooking battle before their NetBattle. Head back to the Main Square.


I'm waiting for you in Park Area2's Cooking Dojo!

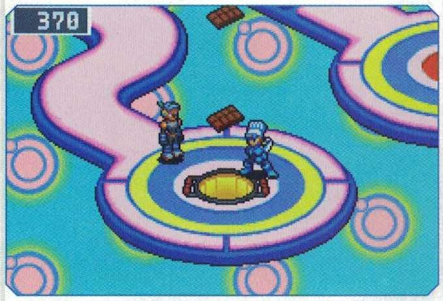
The Cooking Dojo is right along the path through Park Area 2. Talk to the orange Navi, who explains the digital cooking pan to you.



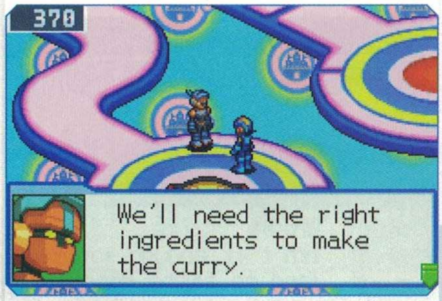
There are three phases to cooking. In the first phase, slice the vegetables as they fall past with the B button, but leave the meat alone. Hit the button about the time the vegetables are level with Mega's face. Timing is tricky!



In phase two, Viruses try to fall into the pot. Use the A button to knock them away, but keep slicing vegetables while not slicing meat.

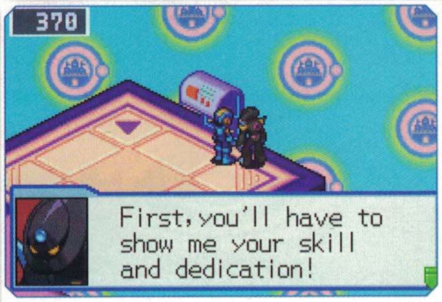


The final phase is curry slicing. There are still Viruses trying to get into the pot, so knock them away while cutting the curry blocks.



We'll need the right ingredients to make the curry.

You need to be fast to pass the test. Try setting the GBA on a sturdy surface and using two fingers, one on each button. Once you've passed, the Cooking Navi sends you to find some top-quality ingredients.



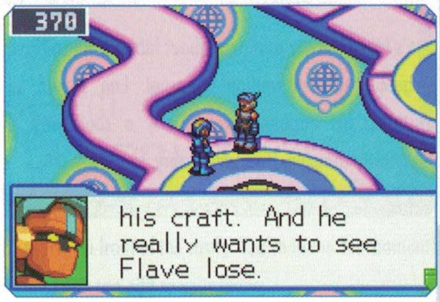
First, you'll have to show me your skill and dedication!

Head into Park Area 3, and go to the control panel for Castillo's rides. The black HeelNavi there has the ingredients you need, but wants to test you out first… with Viruses!

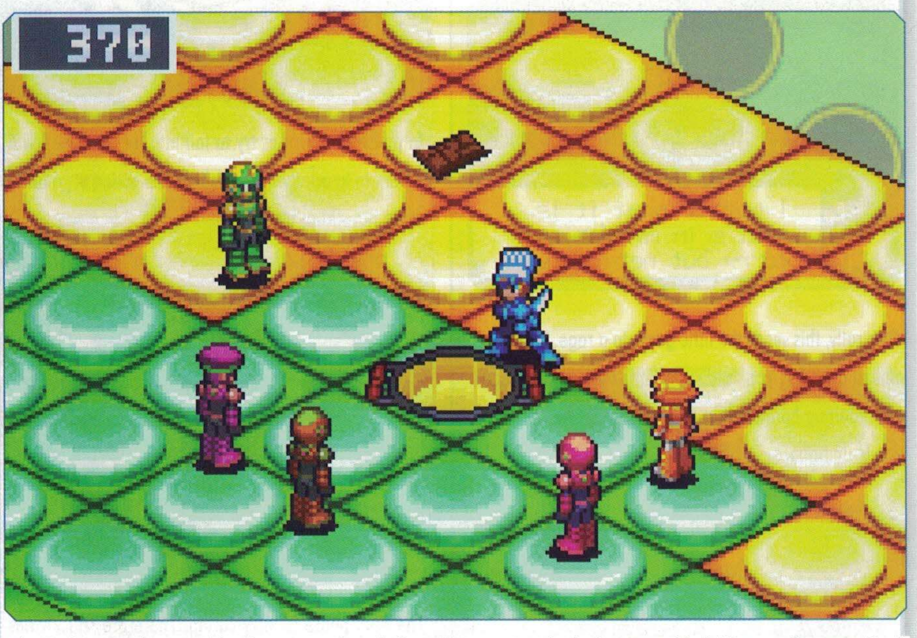
INGREDIENT BATTLES

Battle 1	MagTect x2, ShrimpyEX
Battle 2	MettaurEX, BillyEX, ShrimpyEX
Battle 3	Shrimpy x2, ShrimpyEX

Return to the Cooking Dojo and talk to the Navi. Turns out the Cooking Master's real keen on seeing Flave lose in order to teach him a lesson about being a little snot. Jack Out, and return to MelSquare for the Cooking Battle.



his craft. And he really wants to see Flave lose.



The Cooking Battle is just like the training from before. Slice veggies, don't slice meat, block Viruses, slice curry. Don't worry if you lose, you keep going at it until you win.

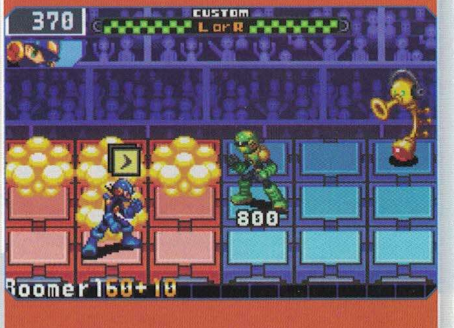
Why?! Isn't it enough for food to taste good?!

Flave's curry may taste better, but in a really odd scene the judge decides Lan's is better because it's made with love, or something. At any rate, Flave storms off in a huff. Head to the Castle to finish this little rivalry.

OPPONENT: NORMNAVI V2

Operator: Flave

Element



Flave's Navi is tougher than the ones you faced in the previous Tournament. His Bomb now has a cross-shaped explosion range, and his Sword acts as a WideSwrd. He also packs a wide variety of Chips: Blind, Fanfare, Fan, and Discord.

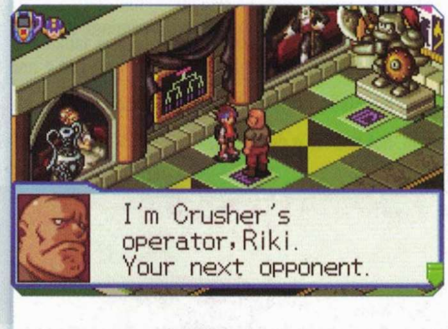
You need to want to make people happy with your cooking.

With his defeat, Flave naturally learns a valuable lesson and vows to be a better person, and a chef who cooks with love and all that. Ain't that sweet?

eagle/hawk tournament

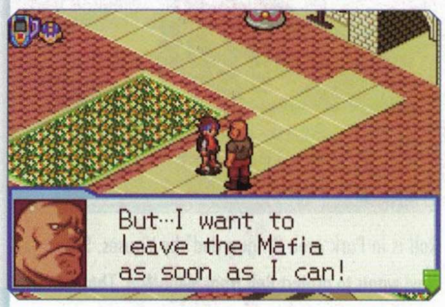
part 3.2: crushing day

Boss: Crusher (HeelNavi V2)



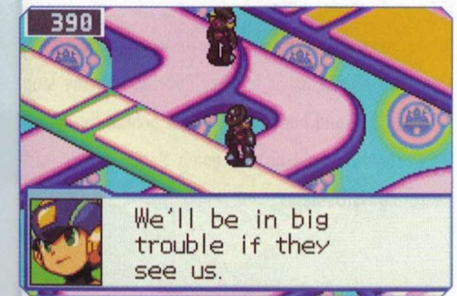
I'm Crusher's
operator, Riki.
Your next opponent.

In fact, Riki really, really wants to be a baker (rather than the Mafia goon he is) and hopes that the Tournament winnings will get him the funds he needs to leave.



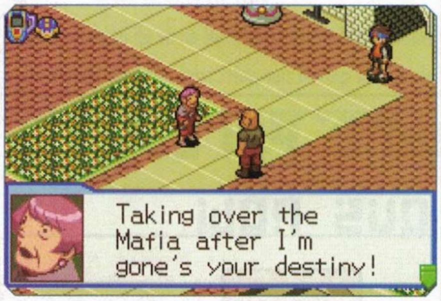
But···I want to
leave the Mafia
as soon as I can!

Lan decides to stick his nose into the business of a fourth criminal organization. Find the Boss-lady in MelSquare, and do a little eavesdropping. Crusher's being held in Park Area somewhere, so Jack In to Castillo's HP for a rescue mission.



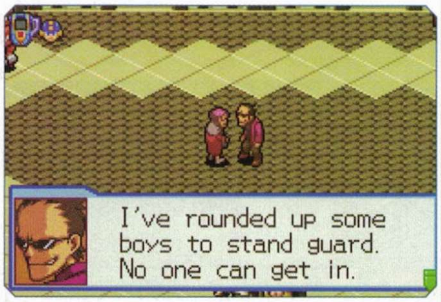
We'll be in big
trouble if they
see us.

Meet your next opponent, Riki. Riki's a big man. A big, scary-looking man. His Navi Crusher is a bruiser too, but they don't seem outwardly hostile. Whew.



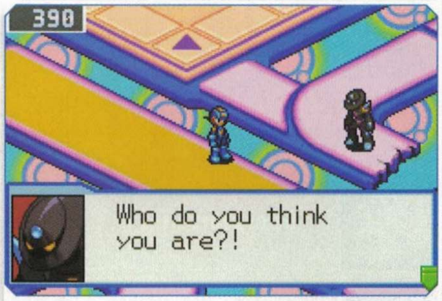
Taking over the
Mafia after I'm
gone's your destiny!

Unfortunately, the Boss wants Riki to take over for her, and has had Crusher Navi-napped. With no Navi, Riki can't compete, right?



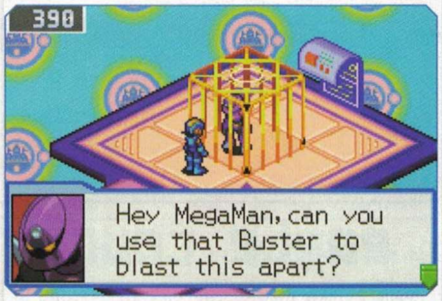
I've rounded up some
boys to stand guard.
No one can get in.

The Park Area is crawling with Mafia Navis. Far too many to blast through. This requires stealth. Naturally, Crusher is in Park 3. This is gonna take a while.



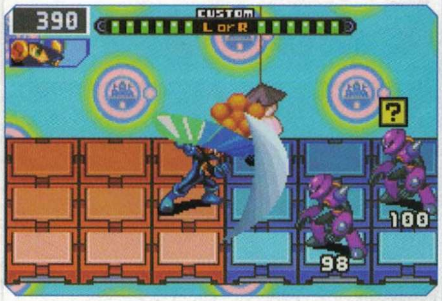
Who do you think
you are?!

Get too close to a Navi's line of sight and you're dumped back at the beginning of the Area. Take it slow, watch the Navis' movement patterns, then bolt to the next safe spot when you're sure you have an opening. It's a long, slow trek to the cage Crusher's being held at, but slow and steady...blah blah blah.

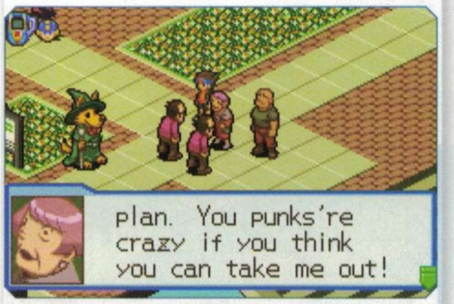


Hey MegaMan, can you
use that Buster to
blast this apart?

Your goal is the square with the Castillo ride control panel in Park Area 3. Crusher's locked in a cage, but the MegaBuster takes care of that quite handily.



Unfortunately, the noise attracts a pair of Mafia Navis. There's no avoiding this fight. This time it's two HeelNavis at once, backed by a Weather Virus. Thankfully, the Navis are the weak 100 HP versions, easily picked off. One has an AreaGrab Chip, but it's not really a danger if you've taken out the Weather.



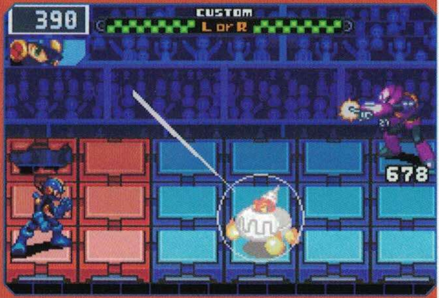
plan. You punks're
crazy if you think
you can take me out!

With Crusher free, Riki is back to his more confident self, and ready to NetBattle. Now the Boss shows up to take care of the little threat. Guess there is some honor there.

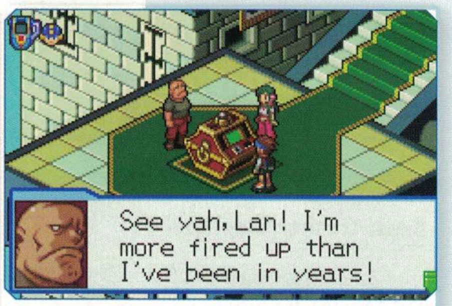
Opponent: Crusher

Operator: Riki

Element



As a V2 HeelNavi, Crusher's tougher than the Den/City Battle Tournament HeelNavis. He only has one AreaGrab Chip, but he can summon Viruses into the field and they are particularly tough ones to boot. Thankfully, he has to stay still while summoning Viruses, so peg him then.

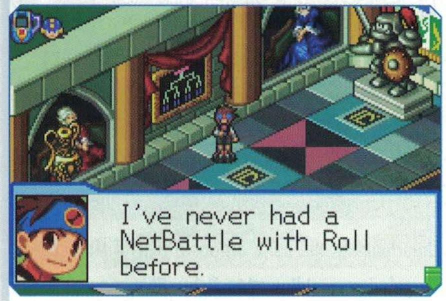


See yah, Lan! I'm more fired up than I've been in years!

Riki may have lost, but he's pretty happy. He still hasn't given up on his dream of not being a criminal, the Boss seems to actually be semi-sympathetic, and Lan's not being targeted by this criminal organization at least. All in all, not bad for a day's work!

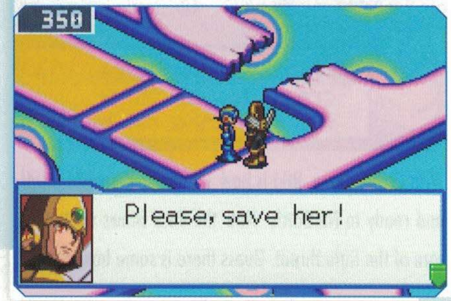
eagle tournament part 4.1: she's famous now

Boss: Roll.EXE



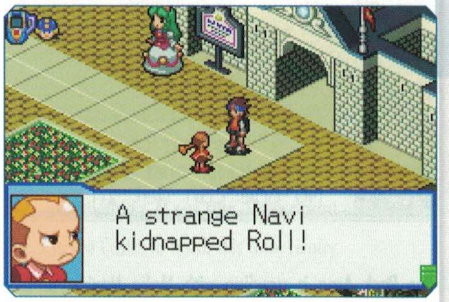
I've never had a NetBattle with Roll before.

Looks like Roll's picked up a stalker Navi. Jack In to Castillo's HP to meet Glide in Park Area 1.



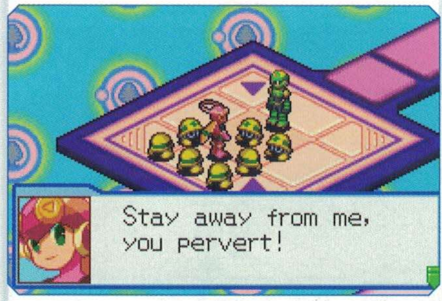
Please, save her!

In all this time, MegaMan and Roll have never been opponents in a NetBattle. (Well, there was the Battle Chip GP, but those operated under very different rules.) This should prove interesting.



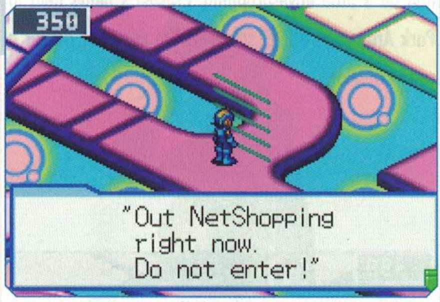
A strange Navi kidnapped Roll!

Glide is right by the broken path. The Navi ran deep into the Park net, go follow!



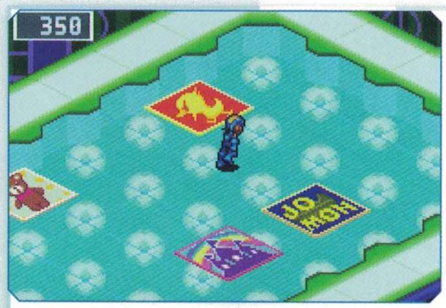
Stay away from me, you pervert!

Roll is in Park Area 3, "guarded" by Viruses. Seems this Navi wants to protect Roll from MegaMan. That's nice, In a horrible, creepy, terrible… wait, it's not nice at all.

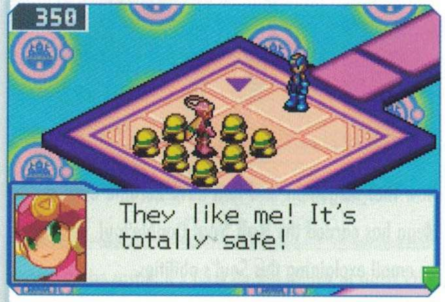


"Out NetShopping right now. Do not enter!"

Once you hit the lower level of Park 3, take the long conveyer belt and hang a left. Roll is behind the locked gate. The Navi said he was going NetShopping; start searching NetDealers!



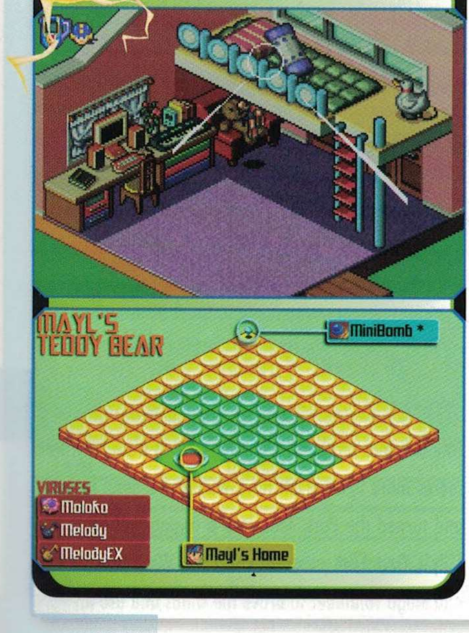
Of *course* he's not gonna give up without a fight. He's got a Weather and two LarkEX Viruses to sic on you. When you wipe them out he forks over the **RoomKey**.



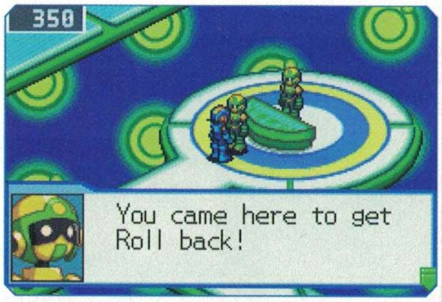
They like me! It's totally safe!

Enter the castle, and Roll sends off an email. Seems she actually wants to challenge MegaMan! Return to ACDC Town, and Jack In to the teddy bear in Mayl's room.

TEDDY BEAR

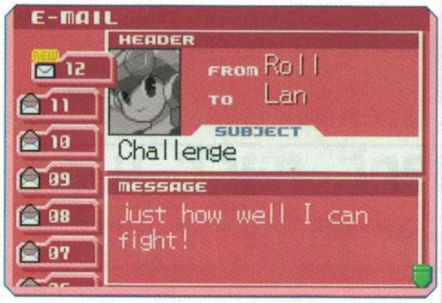


The creep-Navi is shopping in ACDC 2. Save time by Jacking Out of the net, then use the Castillo HP Banner Link to Lan's page.



You came here to get Roll back!

With key in hand, HP-jump to Park 3 and open the door. Mega's ready to do some Virus-clobbering, but it seems Roll's tamed the little guys. Hey, not having to fight is always nice. Unfortunately, Mega ends up making Roll angry.



E-MAIL

HEADER

FROM Roll

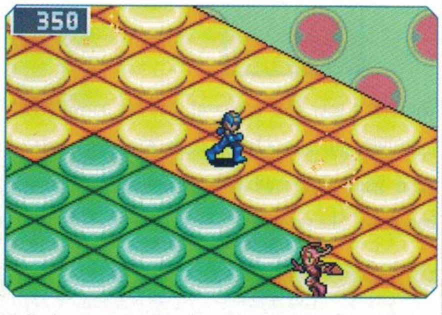
TO Lan

SUBJECT

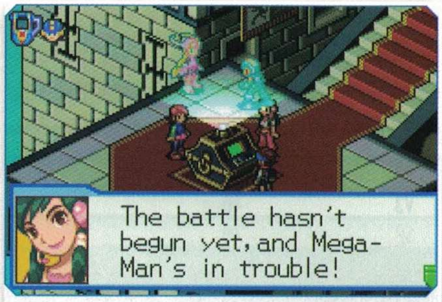
Challenge

MESSAGE

just how well I can fight!



Roll plans on showing that she has a speed advantage over Mega, and challenges him to a game of tag. She teleports madly around the grid, and there is no pattern to her movements. Just keep running, tapping the A button and hope that she teleports close enough to you. You have to catch her while she's standing still; she can't be tagged when spinning.



The battle hasn't begun yet, and Mega-Man's in trouble!

It takes three tags for the game to finally be over. It's frustrating, but Roll certainly makes her point. Return to Castillo, and be ready for the fight.

OPPONENT: ROLL.EXE

Operator: Mayl

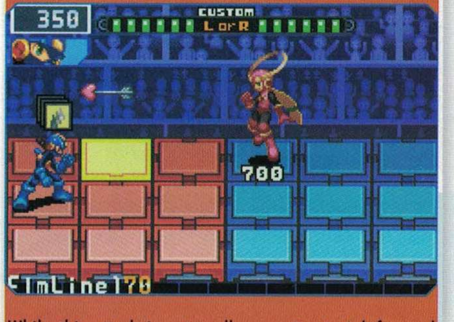
Element

Roll certainly proves to be a tougher opponent than she lets on. She has speed on her side, teleporting quickly around her area and dodging projectiles. While none of her attacks do a lot of damage, her ability to hit rapidly makes up for it. Use AreaGrab or the CrakOut family of Chips to reduce her running room, and multi-Panel attacks like WideShot or Blizzard.

Level	HP
V1	700
V2	1000
V3	1300
SP	1500

ROLL ARROW

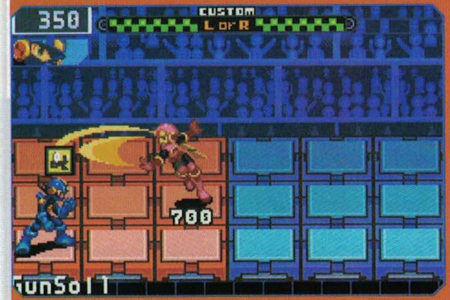
Level	Damage
V1	30
V2	60
V3	120
SP	200



While this attack is outwardly a pretty straightforward projectile attack, you do *not* want to get hit with it if you have Chips waiting. If the Roll Arrow connects, all of your waiting Chips, or Program Advances, will be destroyed!

ROLL WHIP

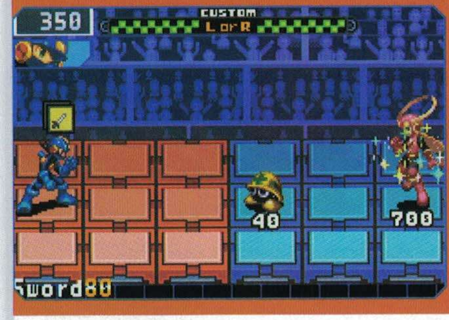
Level	Damage
V1	10
V2	20
V3	40
SP	70



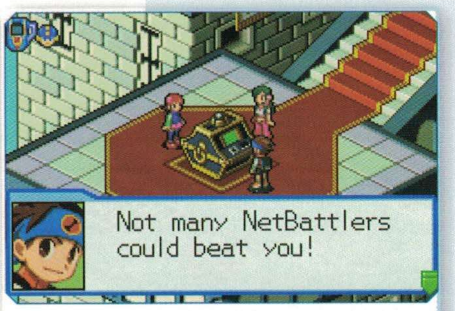
Roll's signature move; she teleports into your side of the field and attacks with those… things on her head. She strikes three times in rapid succession, so if you get hit by one you're going to get hit by the rest of them.

VIRUS CHARM

Level	Damage
All Levels	???

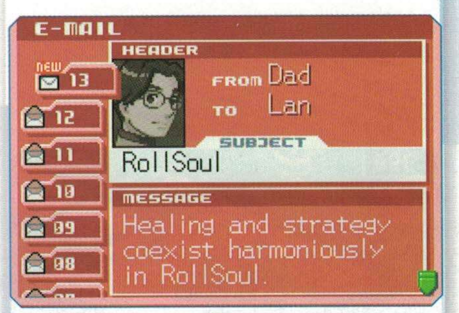


Roll takes advantage of her Virus-charming skills, calling them into the field to make your life miserable. She typically calls out Mettaur and Billy Viruses; while they're not tough, they do give you that much more to worry about. They wear you down and waste your attack Chips.



Not many NetBattlers
could beat you!

Roll may be beaten, but the boys are pretty impressed with the girls' skills. Mayl takes the defeat (and the compliments) in style, giggling about a secret. Yai basically tells them what the secret is, and Lan completely and utterly fails to comprehend.



E-MAIL

HEADER

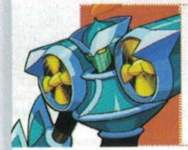
FROM Dad
TO Lan

SUBJECT
RollSoul

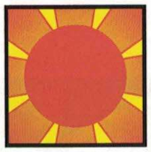
MESSAGE
Healing and strategy
coexist harmoniously
in RollSoul.

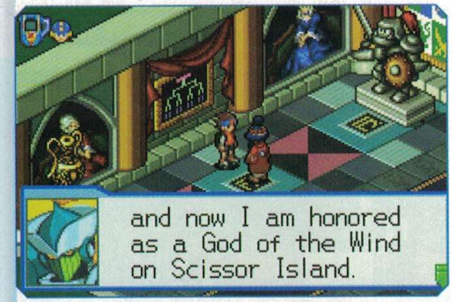
Now that MegaMan and Roll have become even closer, Mega has earned the **Roll Soul** DoubleSoul. Dad sends an email explaining this Soul's abilities.

eagle tournament part 4.2: parry the wind high, low

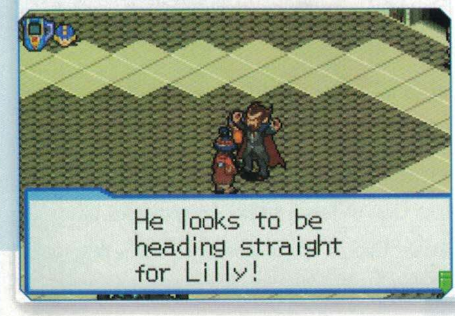


Boss: WindMan.EXE





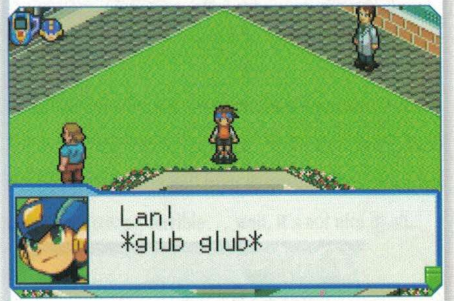
and now I am honored
as a God of the Wind
on Scissor Island.



He looks to be
heading straight
for Lilly!

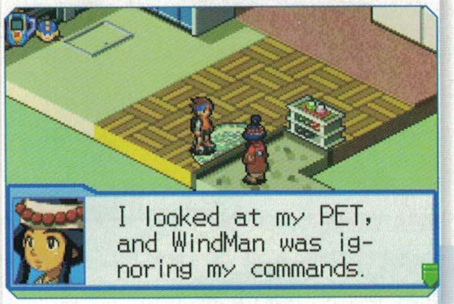
WindMan's your next opponent, and his operator is a fairly timid girl named Lilly. It seems WindMan is revered as a Wind God, and Lilly is his priestess, pretty impressive. She seems like a nice enough girl. *At first!*

Outside, the Dracky ToyRobo's gone batty again and it is after Lilly. Jack In! Ride the raft all the way to the end. There's a MettaurEX, Weather, and VacuumFan waiting for you.



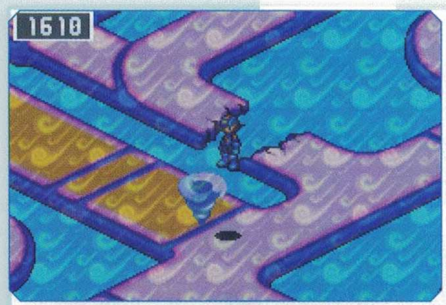
Lan!
glub glub

With Lilly safe, head for home. It's lunchtime! Enjoy another or Lilly's failed attempts to sabotage Lan by dumping his PET into the drink!

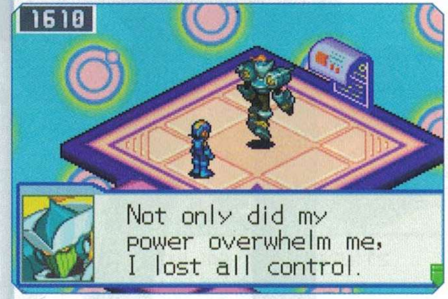


I looked at my PET,
and WindMan was ignoring my commands.

One delicious lunch later, Lan gets a visit from Lilly, who seems more like herself now. WindMan's gone berserk, and turned the Park Area into a raging typhoon. Only Lilly's **GrasFlut** program can calm WindMan, so Lan and Mega volunteer to brave the winds and use it.



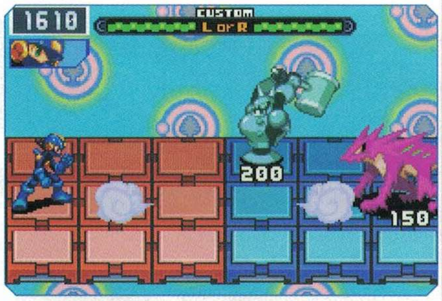
You're not safe from the winds even in battle. Both you and your opponents are tossed back and forth by wind gusts. At this point, consider rearranging your Folder to make sure you can handle both up-close and long-distance combat. You can also make liberal use of DashRun SubChips to avoid combat altogether.



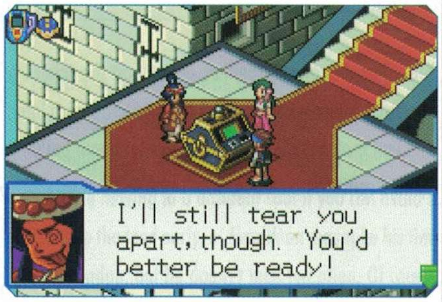
Not only did my power overwhelm me, I lost all control.

Return to the castle, it's time for the match to start! Lilly has been accidentally drinking rice wine instead of water. Talk about your mean drunks, huh?

Enter the Park Area, which is now a raging storm. Cyclones roam across the net. These must be avoided, otherwise MegaMan is blown back to the beginning of the Area. Watch their circular movement patterns and find the safe points. Your destination is Park Area 3, so get moving!



In Park Area 3, head for the ride control panel. There are several double-cyclones on the way, so be careful. Once you've reached the panel, MegaMan blows the GrasFlut and WindMan returns to normal.



I'll still tear you apart, though. You'd better be ready!

Opponent: WindMan.EXE

Operator: Lilly

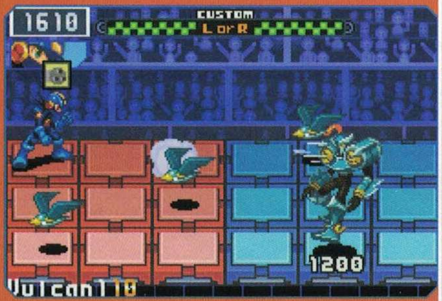
Element

WindMan's moves by themselves aren't particularly nasty, but he constantly keeps the winds moving in the arena. This makes dodging much harder, and close-range moves can be pretty unreliable. Invis is a prime Chip to have, since MegaMan is unaffected by the winds as long as the Chip is in effect!

Level	HP
V1	800
V2	1200
V3	1500
SP	1800

BIRD CRASH

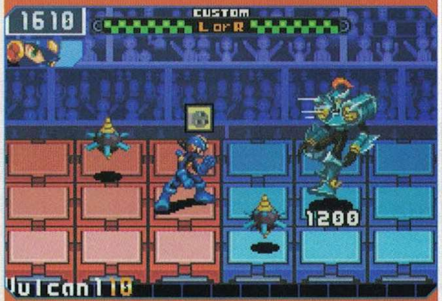
Level	Damage
V1	40
V2	80
V3	120
SP	200



Three small birds rocket through the field, one in each row, similar to the MokoRus Chip. Sidestep through the gaps to dodge.

PROPELLER BOMB

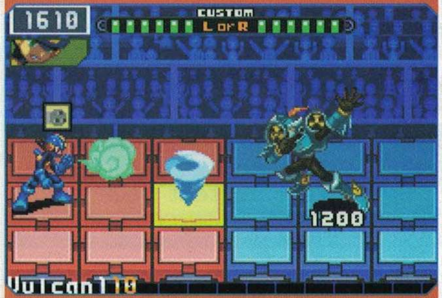
Level	Damage
V1	40
V2	80
V3	120
SP	200



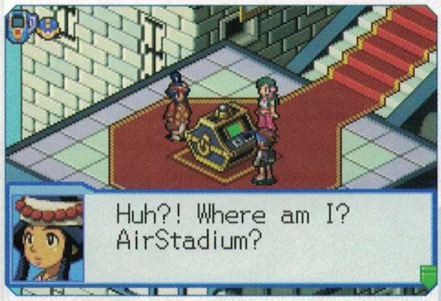
WindMan releases a bomb in both the top and bottom rows, which then move into MegaMan's side. They change direction once to seek MegaMan, like ShadeMan's Red Wing. TwinFng and Boomer Chips are good for clearing them out before they get too close.

ROUND TORNADO

Level	Damage
V1	40
V2	80
V3	120
SP	200



A close-range move, WindMan only uses this when the winds pull you close to him. The tornados that he creates swipe across the right column of MegaMan's side. Since he performs this move from the center of his field, LongSwrd or FlmLine Chips are good counters.

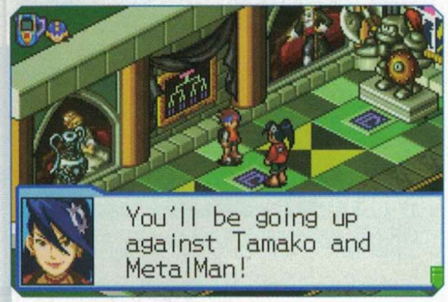


Huh?! Where am I? AirStadium?

The fight is over, and of course Lan and MegaMan are the victors. WindMan and MegaMan compare notes, and they are both impressed with each other. So, MegaMan gains the **Wind Soul** style. Lilly is sober again, and polite once more. Whew.

hawk tournament
part 4.31: heavy duty

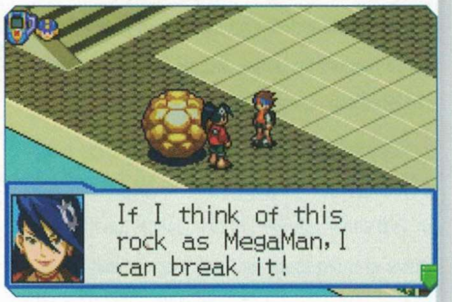
Boss: MetalMan.EXE



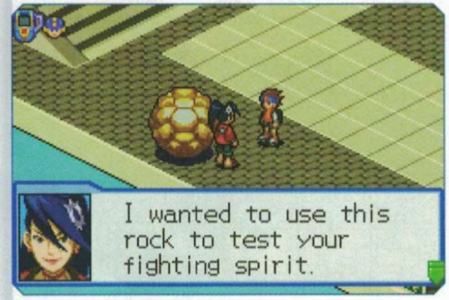
You'll be going up against Tamako and MetalMan!

Well, well. Your next bout is with Tamako, self-proclaimed Princess of Ura Inn, and her tough-as-nails Navi MetalMan. Interesting that a woman built like a stick would have such a bulky Navi.

Follow Tamako to the MelSquare, where she has a little pre-Battle challenge set up with a huge boulder. The challenge; break it with a punch. Lan backs down immediately, much to Tamako's disappointment.



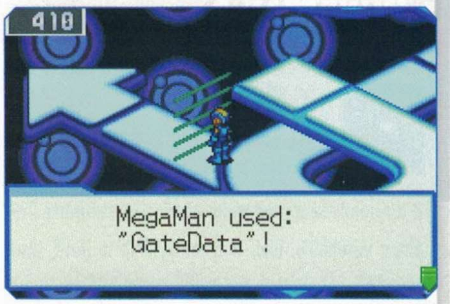
If I think of this rock as MegaMan, I can break it!



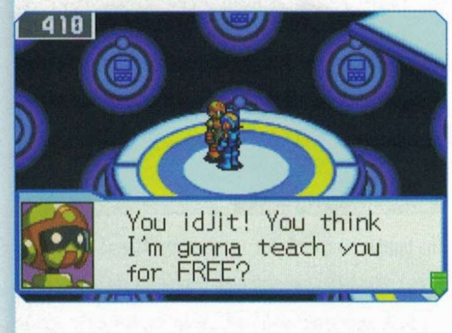
I wanted to use this rock to test your fighting spirit.

Yeah, Tamako can't do it either, but at least she *tried*. A few disparaging remarks about Lan's fighting spirit later, and Lan is off to talk to Tamako's master about building up said spirit.

Banner-Link-jump to Jomon's HP, and enter Town Area 2. Warp to the lower level, where the entrances to Town 4 sit behind locked gates. The one to the left is the Dojo entrance.

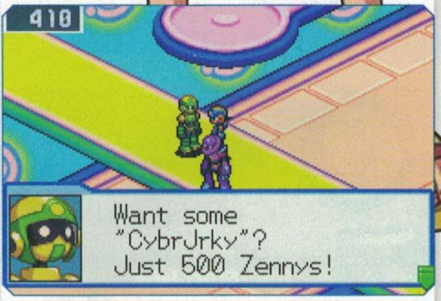


MegaMan used: "GateData"!



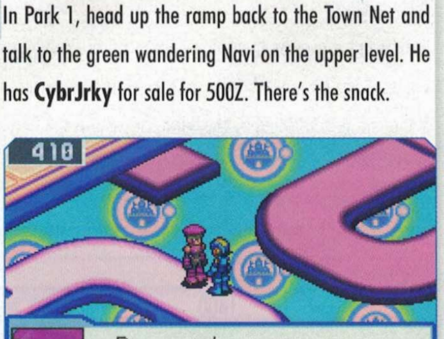
You idjit! You think I'm gonna teach you for FREE?

The Navi of Tamako's Master is a weird one. Apparently he is something of a lush. He wants a drink and a snack, and wants them now. Unfortunately, the only Navis who have what he wants are back in the Park Area.



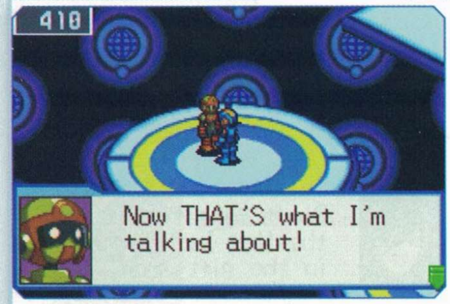
Want some "CybrJrky"? Just 500 Zennys!

In Park 1, head up the ramp back to the Town Net and talk to the green wandering Navi on the upper level. He has **CybrJrky** for sale for 500Z. There's the snack.



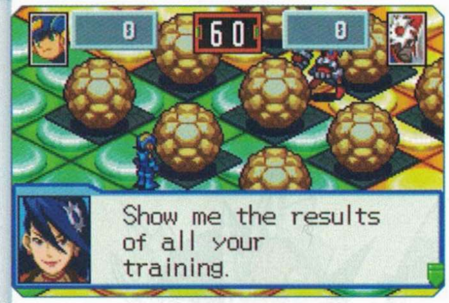
Powerful stuff, "VirusCln"!!

Town Area 2 has his drinking buddy, having a grand old time with some **VirusCln**. He won't just hand it over for free, though; he wants a Spreader L Chip in exchange. Make sure you have one to spare.

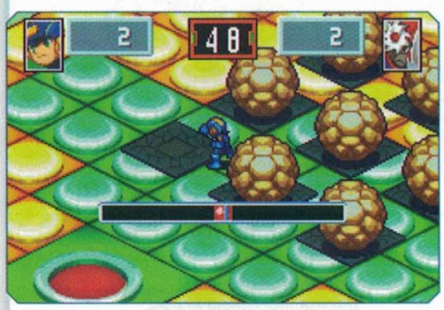


Now THAT'S what I'm talking about!

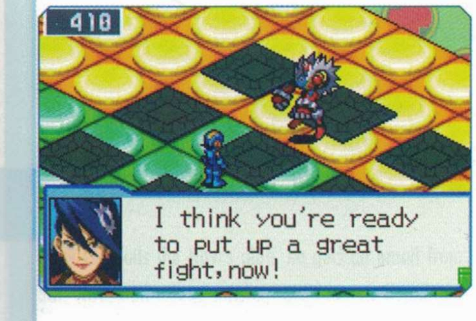
Smashing the rocks is all about timing. Hit the A button when the "spirit meter" line is in the red zone, and Mega delivers a mighty blow. Smash three rocks within 20 seconds and you pass! Be careful, the darker rocks have a much faster meter, requiring much better timing.



Show me the results of all your training.

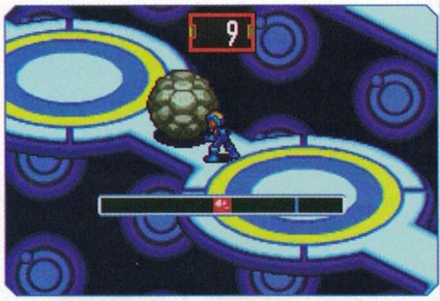


Don't get cocky, this is a three-round challenge. Each time, darker rocks are put into the field with much faster spirit meters. Plus, the rocks don't regenerate as quickly, forcing you to move. Use the same strategy as before, and keep at it.



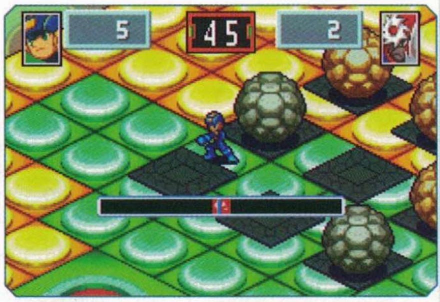
I think you're ready to put up a great fight, now!

Return to the Master, and fork over the goods. Now that he's got his stuff, he's ready to teach you rock-smashing techniques of the kind he's taught MetalMan and Tamako.



Go find Tamako back in MelSquare, who's ready with another challenge. Jack In to the ice cream cart. MetalMan is inside, along with a load of boulders. Guess what you have to do?

It's a rock-breaking contest! Whoever smashes the most in sixty seconds wins. Position Mega between two rocks, and simply move back-and-forth between them. Don't waste time moving to a different spot if you can avoid it. Try to take the lead early, as MetalMan may take his time on the windup, but he doesn't miss too often. Of course, if you don't win, you can just keep re-challenging until you do.

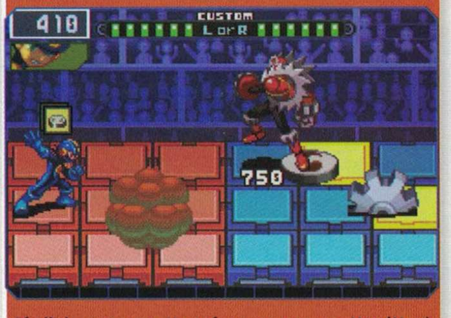


You've got the fighting spirit now, and it seems the normally rock-solid MetalMan's pretty impressed, possibly even worried. Head to the castle for your bout.

OPPONENT: METALMAN.EXE

Operator: Tamako

Element

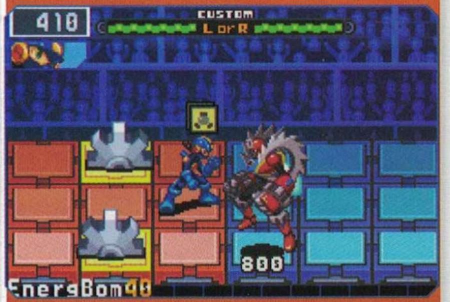


Of all the returning Navis from past games, MetalMan's moves have changed the least. If you've played *Battle Network 3,* MetalMan should be very familiar to you, but he does have a few tweaks up his large sleeve. Metal doesn't flinch when hit, so you can't shock him out of his attacks. AreaGrab can give you more room to dodge, and use Break Chips like AirHocl to clear more room.

Level	HP
V1	800
V2	1200
V3	1600
SP	2000

METAL GEAR

Level	Damage
V1	30
V2	60
V3	120
SP	200

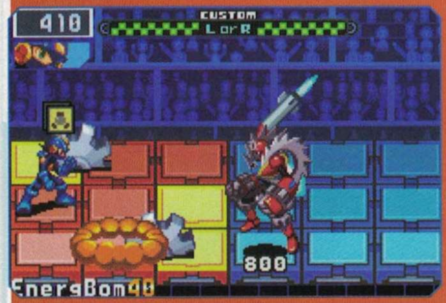


The main annoyance when fighting MetalMan comes from the huge Gears that roll back and forth. Not only do they form obstacles that prevent Mega from entering Panels, but he takes damage if he doesn't vacate a Panel that the Gear is moving into. They start in the center row, but MetalMan can send both Gears into MegaMan's field, taking the top and bottom rows. Use Break-Type Chips to remove them temporarily.

METAL MISSILE

Level	Damage
V1	30
V2	60
V3	120
SP	200

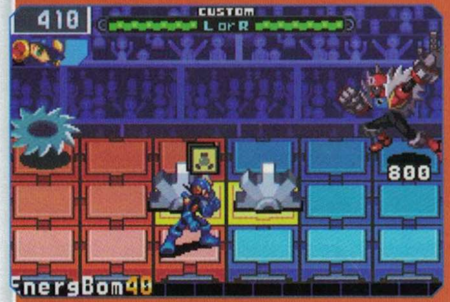
MetalMan launches several missiles into the air, which rain down on the Panel MegaMan is standing on, so watch for the flashing Panels and move out. The higher-powered the version of MetalMan, the more missiles he unleashes. He can't move while firing, so take advantage of that.



METAL BLADE

Level	Damage
V1	30
V2	60
V3	120
SP	200

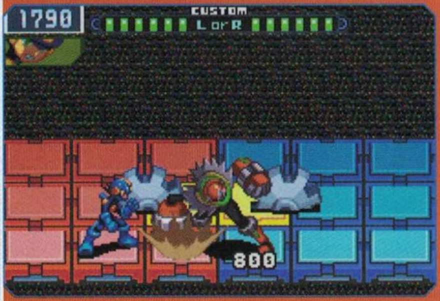
These saw blades normally have the same attack pattern as the Boomer Virus' boomerangs, covering the outer Panels of MegaMan's field. When the Gears take up the top and bottom rows, the Blade becomes a straightforward projectile.

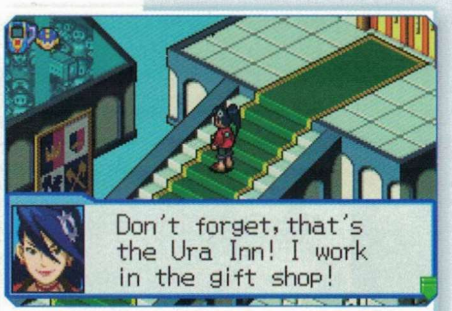


METAL FIST

Level	Damage
V1	N/A
V2	100
V3	200
SP	300

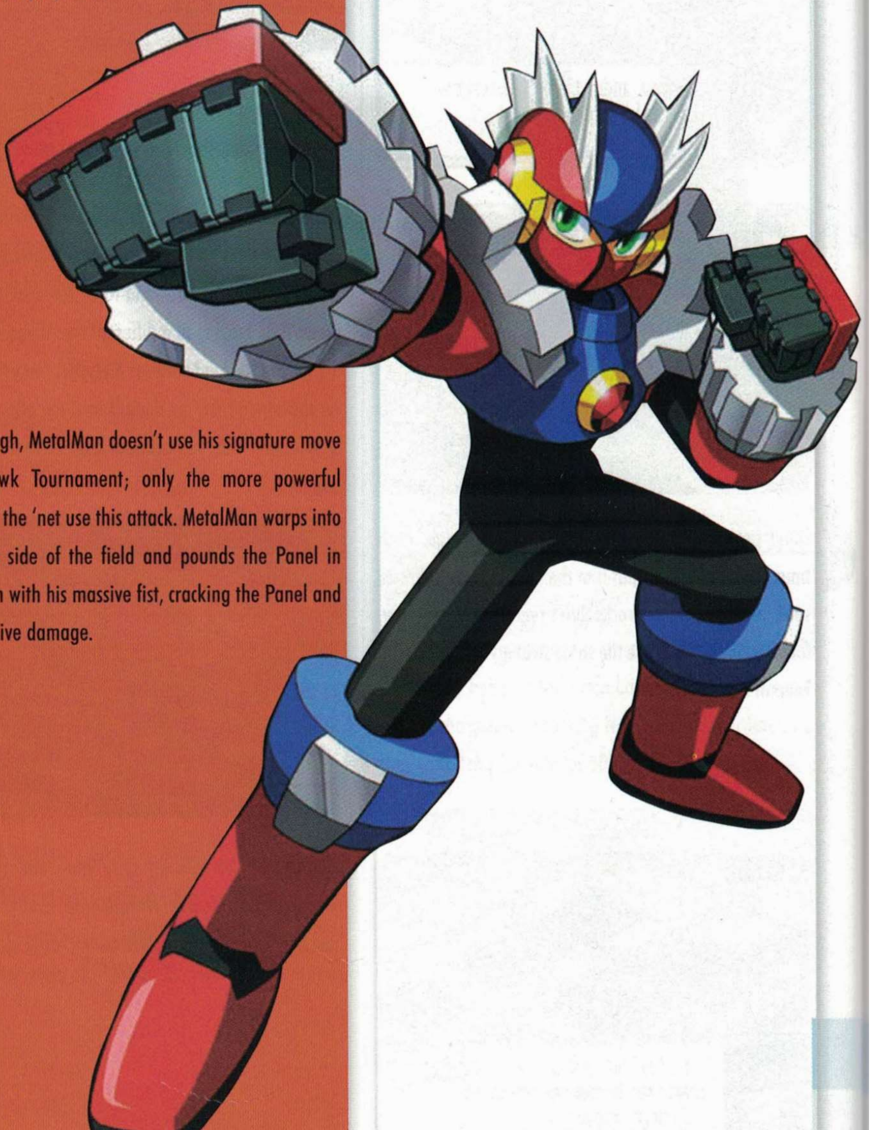
Oddly enough, MetalMan doesn't use his signature move in the Hawk Tournament; only the more powerful versions on the 'net use this attack. MetalMan warps into MegaMan's side of the field and pounds the Panel in front of him with his massive fist, cracking the Panel and doing massive damage.



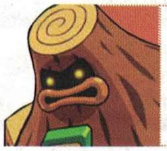


Don't forget, that's the Ura Inn! I work in the gift shop!

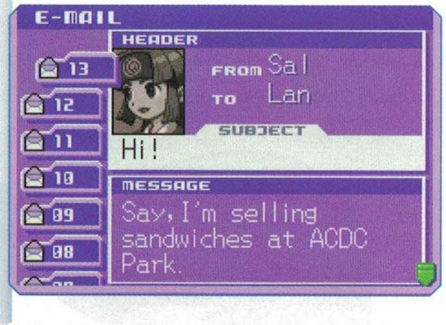
MetalMan and MegaMan's souls are in synch thanks to their strong fighting spirits (or something like that), which gives MegaMan the massive power of the **Metal Soul**. This gives Tamako the opportunity to take advantage of the Tournament's airtime. Heh.



hawk tournament
part 4.b2: king weed

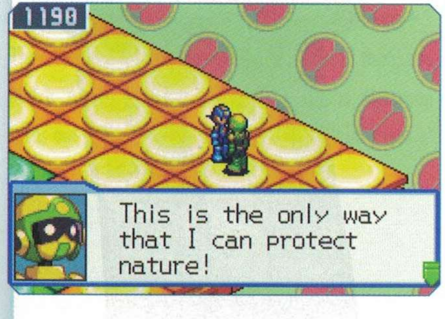


Boss: WoodMan.EXE


E-MAIL
HEADER
FROM Sal
TO Lan
SUBJECT
Hi!
MESSAGE
Say, I'm selling sandwiches at ACDC Park.

Sal's environmentalist friends have been getting nutty as of late, and they are planning an act of terrorism to stop the development plan! Sal asks you to go to DenDome in case someone tries something while the Mayor is giving a speech there.

Enter the DenDome area through the locker room. Lan automatically plugs into the NetBattle Machine.

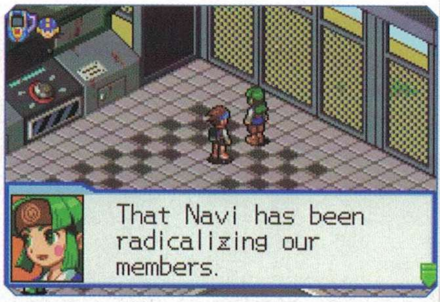


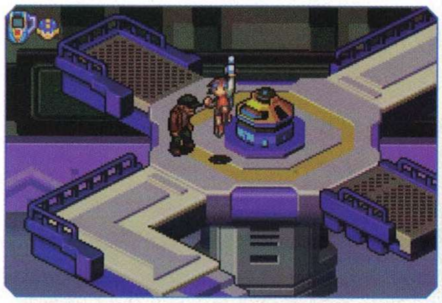
This is the only way that I can protect nature!

Once Lan foils the Navi's plan, he gets an email from Sal. WoodMan's gone missing! Sal's at Castillo, so get over there.

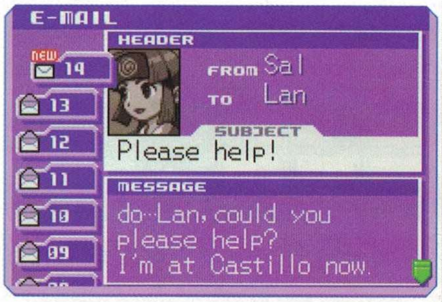
Lan hasn't seen Sal, the environmentalist and food-stand worker, in a while now. As you leave the castle, check your email for a message from Sal. She's set up shop in ACDC Park, go say hi!

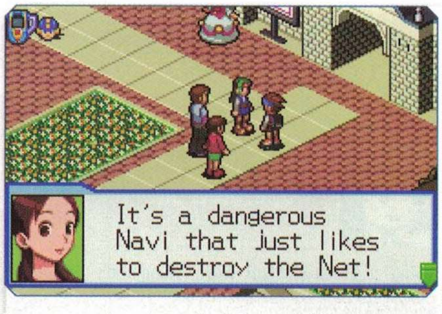
One picnic lunch later, the mayor of DenCity shows up, and decides that ACDC Park has to go. Oh, Sal doesn't like that, and she heads to ElecTown Square. Follow her.


That Navi has been radicalizing our members.

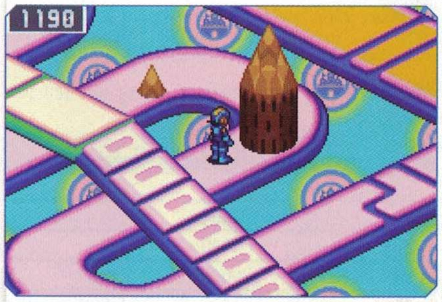


The green Navi in the right corner is ready to start some trouble, and isn't going to let you interfere. Destroy his MagTect and two Wallas.

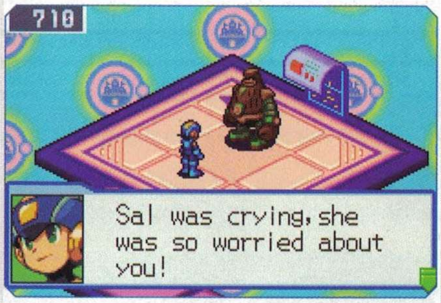

E-MAIL
HEADER
FROM Sal
TO Lan
SUBJECT
Please help!
MESSAGE
do··Lan, could you please help? I'm at Castillo now.


It's a dangerous Navi that just likes to destroy the Net!

It turns out that this radical Navi just likes destroying stuff, and has tricked WoodMan into helping out. You must go get him from Park Area 3.

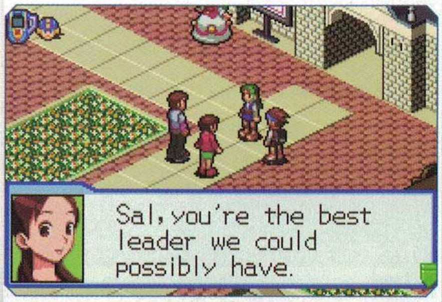


As you progress through the Park Area, Wood Towers pop up in your path. You lose 30 HP if one hits you, so watch the Towers' patterns and dash as soon as you have a clearing.



Sal was crying, she was so worried about you!

Make your way to the park ride control panel in Park Area 3. WoodMan is there, and in short order so is the rogue Navi. It doesn't take much convincing to turn WoodMan back to the side of good.


Sal, you're the best leader we could possibly have.

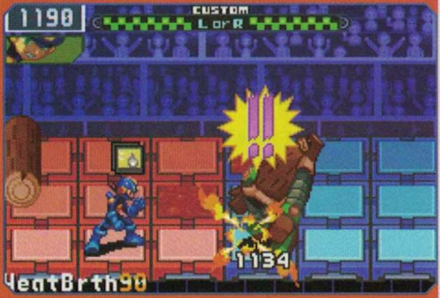
With everything back to normal, talk to Sal again. Things are good, she's back to leading her environmental organization, and the match is about to begin!

Opponent: WoodMan.EXE

Operator: Sal

Element

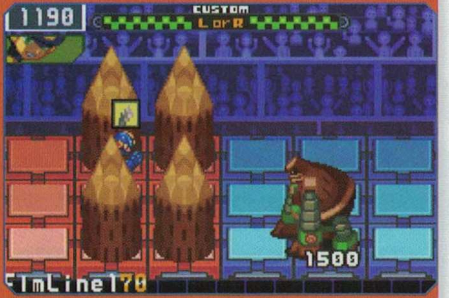
Being a Wood-Element Navi, WoodMan's naturally weak to Fire attacks, which you should have plenty of by now, so pack them in. Make sure you use HeatBrth Chips, since they leave Lava Panels for him to land on. His move list is completely different from the first time MegaMan encountered him, so veterans to the series have some surprises in store. Despite his massive bulk, WoodMan jumps really high, so hitting him can be difficult



Level	HP
V1	1000
V2	1500
V3	2000
SP	2500

DEATH FOREST

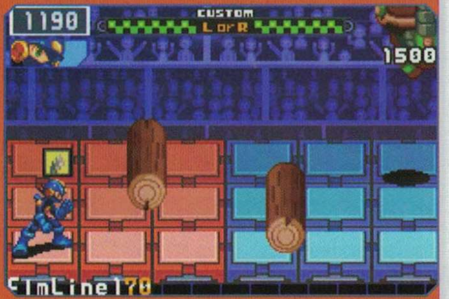
Level	Damage
V1	30
V2	60
V3	120
SP	200



If WoodMan stays in the air longer than normal, he's preparing the Death Forest. This is a variant on his old Wood Tower move. This attack creates four wood spikes in random Panels on MegaMan's side of the field. Watch for the flashing yellow Panels and move to a safe point.

TRAFFIC LOG

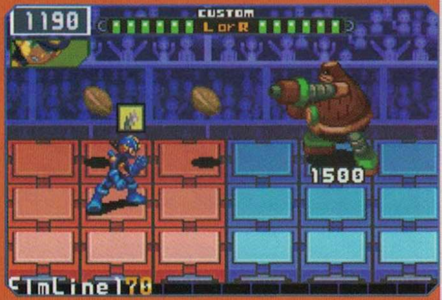
Level	Damage
V1	30
V2	60
V3	120
SP	200



WoodMan releases two, two-Panel-wide, logs that rumble slowly towards MegaMan. If you're lucky, they'll take up the same two rows, making dodging relatively easy. You can delay the logs with Buster shots, or destroy them with Fire attacks.

SEED SHOOTER

Level	Damage
V1	10
V2	20
V3	40
SP	60



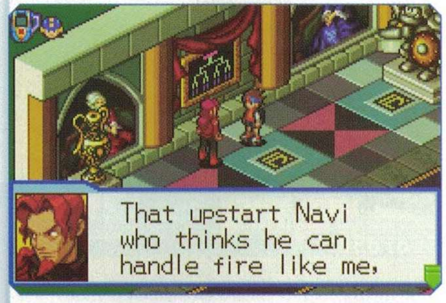
Similar to GutsMan's Guts-Machinegun, this projectile attack fires three seeds that reach across the entire field. The shots are relatively slow and easy to dodge.

If that's what you
got from the fight,
I have no regrets.

Victorious, MegaMan feels the love of nature that flows through WoodMan, which enables him to learn the hearty **Wood Soul** style. Oh, and we can all safely assume that the plan to rip up ACDC Park is a no-go.

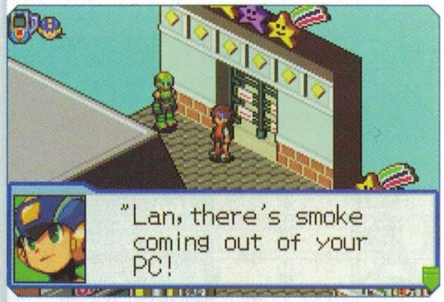
eagle/hawk tournaments part 5.1: down in flames

Boss: BurnMan.EXE



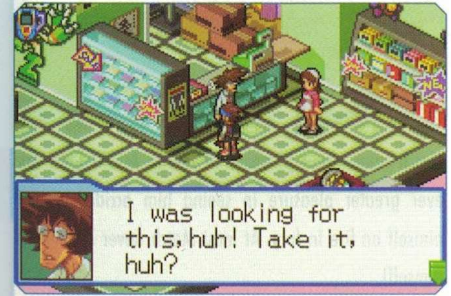
That upstart Navi
who thinks he can
handle fire like me,

As it turns out, BurnMan's owned by a kid named Atsuki. Who doesn't like Match. But, Match doesn't like Atsuki. Great, two hotheads. Even worse, they apparently want to have their own fire-duel. This can't be good.



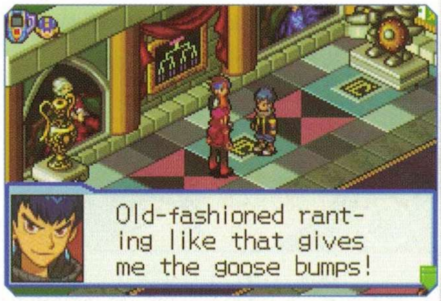
"Lan, there's smoke
coming out of your
PC!

Talk to Mom to get a **WaterGun**, then Jack In to the PC. The 'net is once again in flames, and it's all thanks to Match, Atsuki, FireMan, and BurnMan. The Watergun turns out to be pretty disappointing, but Mega keeps at it while Lan goes to get help.



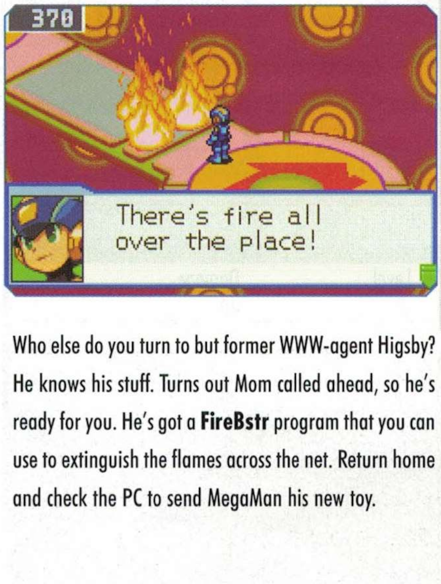
I was looking for
this, huh! Take it,
huh?

BurnMan, huh? Sounds like he'd belong to WWW agent Mr. Match, the scorching Scotsman who's been hounding MegaMan over the past year. Speak of the devil!



Old-fashioned rant-
ing like that gives
me the goose bumps!

When you leave the park, Lan gets an urgent email from Mom. His computer's smoking! Rush home right away.



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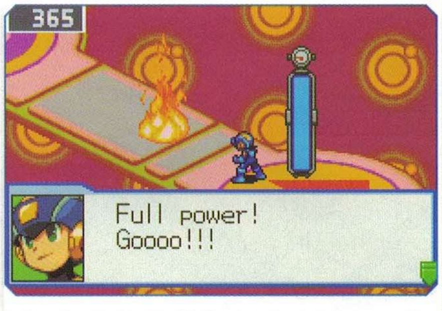
There's fire all
over the place!

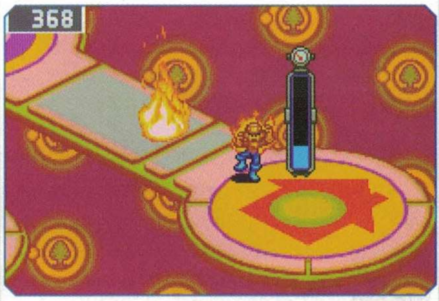
Who else do you turn to but former WWW-agent Higsby? He knows his stuff. Turns out Mom called ahead, so he's ready for you. He's got a **FireBstr** program that you can use to extinguish the flames across the net. Return home and check the PC to send MegaMan his new toy.



365

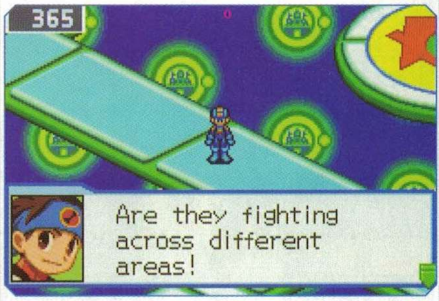
Full power!
Goooo!!!

Using the FireBstr is all about timing. Step up to a fire and watch the water-pressure gauge rise. Hit B once the pressure is near the top for the most powerful water shots to put the fire out. A full-power shot takes out the fire with a single blast every time, no matter how large.



368

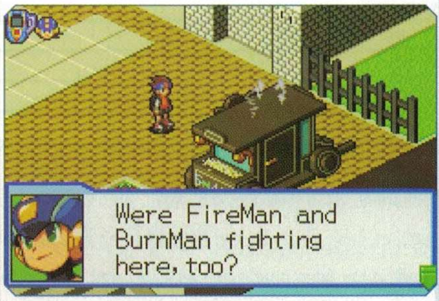
If you don't put out the fire with one shot, MegaMan is set ablaze and loses 5 HP. Fail a second time and Mega loses 75 HP, and the third failure costs you 150 HP! There are four fires along the main road, douse them all.



365

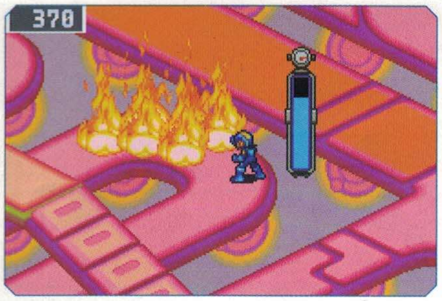
Are they fighting
across different
areas!

With the fires out, the heat dies down. Return to Castillo with the hopes that Atsuki simply left in order to make the battle with Lan.



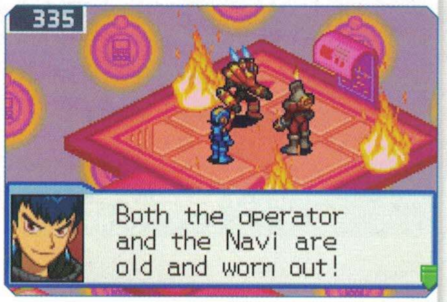
Were FireMan and
BurnMan fighting
here, too?

When Lan tries to enter the castle, he smells something funny, and not just the general funk you get at any theme park. The cart leading to the Castillo HP is smoking! Looks like the two Navis aren't done yet, and neither are you. Jack In!



The entire Park Area is ablaze. MegaMan has to put out every fire on his way through to where FireMan and BurnMan are still going at it. The fires here are typically much larger, which means you need more water pressure!

Make your way to Park Area 3, once again to the Castillo rides control panel. BurnMan and FlameMan are still going at it, and the whole place is going up as a result. Lan tries a rather unconventional method of breaking up the fight; insulting FireMan. Hey, it works!



Both the operator and the Navi are old and worn out!

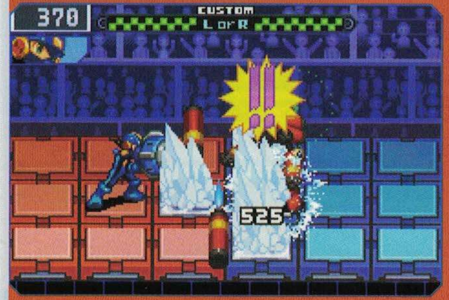
Burn baby burn!

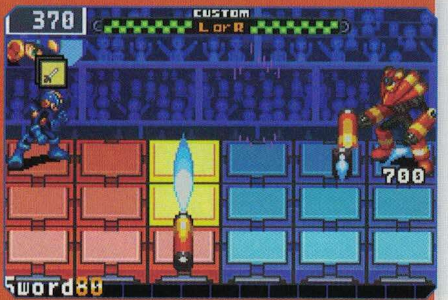
Now that BurnMan's ready to fight MegaMan, head to the castle and get ready to take him down. Remember, if you lose, Match will make you miserable!

Opponent: BurnMan.EXE

Operator: Atsuki

Element





Level	HP
V1	700
V2	1100
V3	1500
SP	1900

Naturally, as a Fire-Element Navi, BurnMan's weak against Aqua Chips. He can be hard to hit at times, so stack in the Aqua attacks like WideSht1 and Blizzard to drop his HP fast. This is especially effective if you have the AquaSoul. Pack in a full complement of Invis Chips too, since BurnMan doesn't leave you much room to dodge.

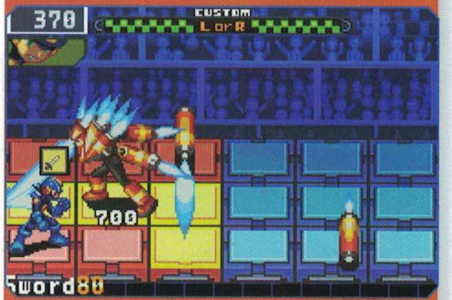
HEAT CHASER

Level	Damage
V1	40
V2	80
V3	120
SP	200

BurnMan's got a pair of flamethrowers that serve as obstacles. They slide into MegaMan's side of the field and flame on, making an entire column a hazard zone. These burners are sadly invulnerable, and are the real threat. You can block their path with a Block-Type Chip like RockCube.

BURNING JET

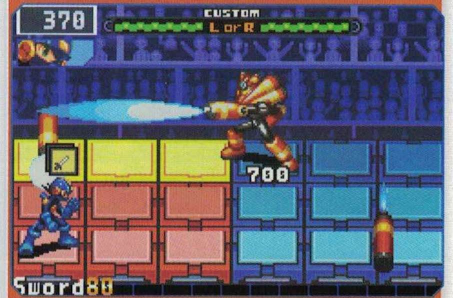
Level	Damage
V1	60
V2	120
V3	180
SP	300



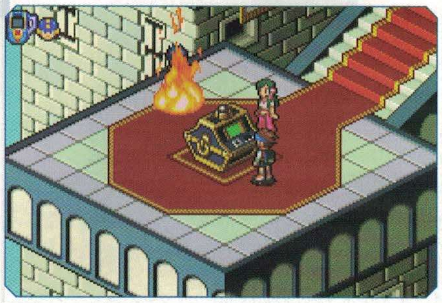
This rushing attack is pretty easy to dodge, though it does cover quite a few Panels simultaneously. Regrettably, with the Heat Chasers on the field, you're likely to dodge the dash only to get hit by another fire attack.

STRIKE BURNER

Level	Damage
V1	40
V2	80
V3	120
SP	200

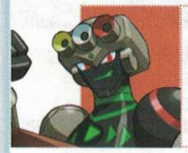


BurnMan lights an entire row on MegaMan's side of the field. Again, this move by itself is easy to dodge, but those Heat Chasers are difficult to deal with.

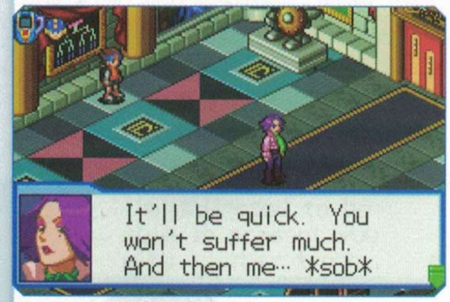


Match takes great pleasure in seeing Atsuki lose, and ever greater pleasure in seeing him accidentally set himself on fire in fury. At least Match never did that to himself!

eagle/hawk tournaments
part 5.2: television fission



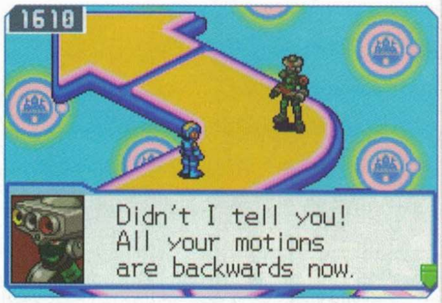
Boss: VideoMan.EXE


It'll be quick. You
won't suffer much.
And then me… *sob*

Say hello to Viddy Narcy, producer, director, actor, and grade-A prime-cut overacting ham. He asks Lan to let his Navi VideoMan win, feeding him a story about how he's going to die soon, and even hinting unsubtly that Viddy himself will go next.

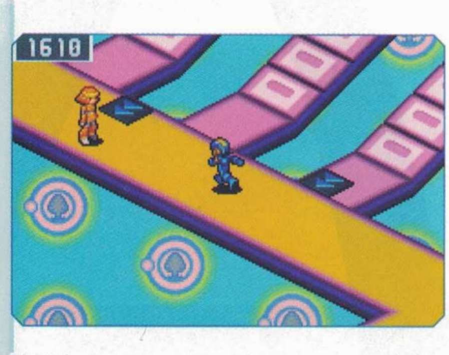
Viddy heads off to find a spot on the net to bury VideoMan. "Bright and cheery near the entrance" sounds like Park Area 1, so Jack In to the Castillo HP to check things out.

VideoMan's at the link to Park Area 2, and he seems fine. The whole thing was, of course, a setup. VideoMan sets Mega's motion programming to "rewind", reversing the controls! The only way to return Mega to normal is to find the three Videotapes scattered across the net. Get moving!



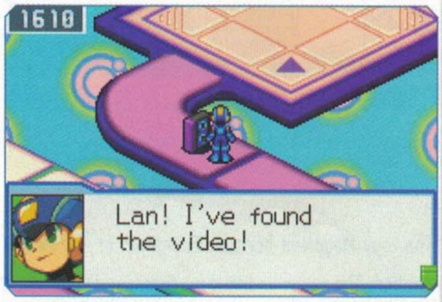
Didn't I tell you!
All your motions
are backwards now.

Thankfully, MegaMan's controls during battles are unaffected by VideoMan's little prank. Fight as normal!

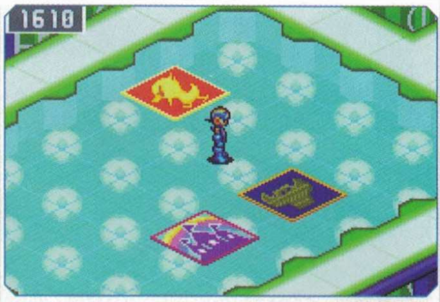


The first Videotape is in Park Area 3. Once inside, watch out for the black panels with blue arrows. Touch one, and you're warped right back to the beginning of the area.

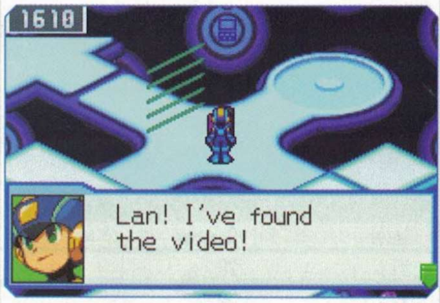
The Videotape you need is on the passageway just before the park ride control panel. (That spot's pretty popular, isn't it?) There's a trio of rewind panels close together, so move slowly.



Lan! I've found
the video!

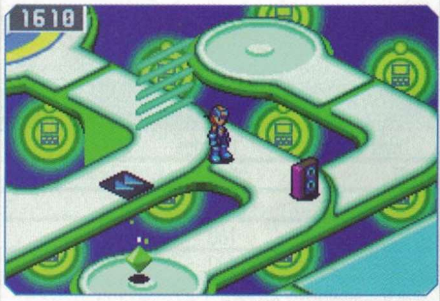


Jack Out of the net, and head for ACDC Town. Jack In to Lan's computer, which has the shortcuts to make collecting the other two tapes a lot easier. Take the Jomon Banner Link and enter Town Area 2.

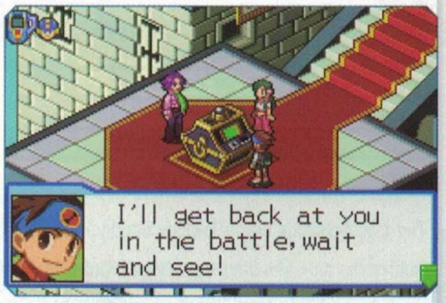


Lan! I've found
the video!

The second Videotape is on the lower level of Town Area 2, and there are even more rewind panels scattered about. Unless you've gotten really good at navigating with swapped controls, walk (instead of run) whenever you're close to a rewind panel.



Jack Out, then right back in, heading to ACDC 2 via ACDC 1. The final Videotape is by the locked gate near Dex's Homepage. With all three, MegaMan finally gets his controls back to normal.


I'll get back at you
in the battle, wait
and see!

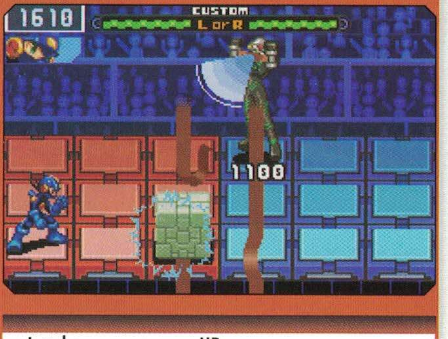
Make a mad dash back to the castle for the match. Lan makes it only seconds before disqualification! Time to teach these fruit loops a big lesson.

OPPONENT: VIDEOMAN.EXE

Operator: Viddy

Element

The most annoying part of this fight is the two strips of videotape that run through the center of the field. While they do no damage, they do bounce you backwards and repel attacks. They also regenerate after a brief second. Drop a RockCube onto the Panel to break the tape for a while and give you some more room to move. Pack in some lobbing attacks like EnergBomb, or piercing attacks like Boomer to deal with this threat. VideoMan can also Fast-Forward to speed up his motions, or Rewind to gradually restore HP.

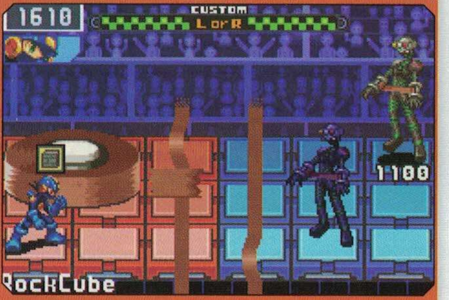


Level	HP
V1	800
V2	1100
V3	1400
SP	1700

WIND CUTTER

Level	Damage
V1	20
V2	30
V3	40
SP	50

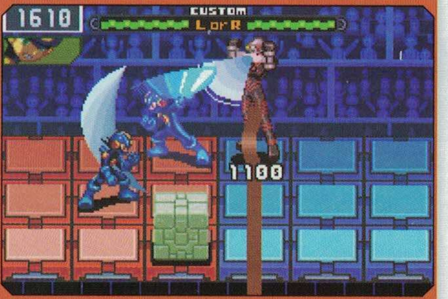
As in "wind the tape". This attack eats up a two-by-two-Panel area, which flashes yellow before it begins. Thankfully, the attack doesn't' actually connect until the full reel appears. If you get caught, you can be hit up to three times.



STOCK FOOTAGE - WIDESWRD

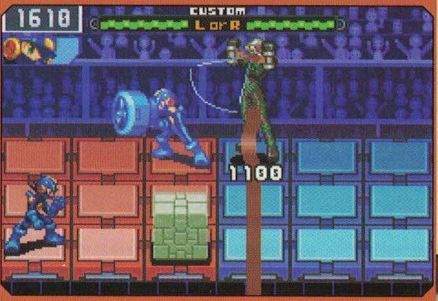
Level	Damage
V1	80
V2	120
V3	160
SP	200

Just like Ed Wood Jr., VideoMan hurts people with stock footage. VideoMan creates a copy of MegaMan that slashes with a WideSwrd attack. He only uses this if MegaMan is right next to the videotape barrier.



STOCK FOOTAGE - TORNADO

Level	Damage
V1	20
V2	25
V3	30
SP	35

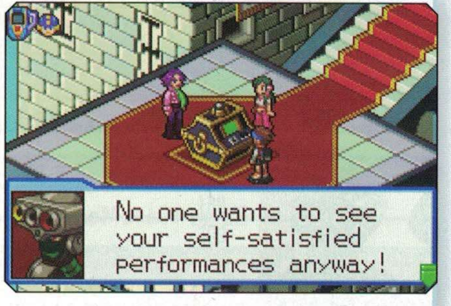


The copy MegaMan uses a Tornado attack, unleashing a whirlwind that can hit up to eight times in the two Panels in front of the copy. Since the video Mega is projected in front of VideoMan, this attack can hit the back row.

STOCK FOOTAGE - ENERGBOM

Level	Damage
V1	20
V2	30
V3	40
SP	50

The copy MegaMan hurls an EnergBom at MegaMan's position. The explosion hits three times.

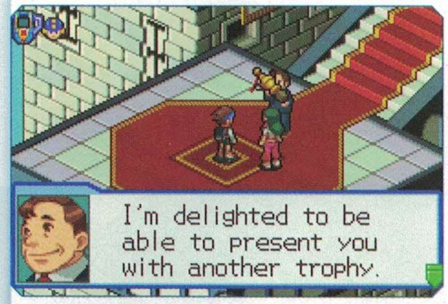


No one wants to see your self-satisfied performances anyway!

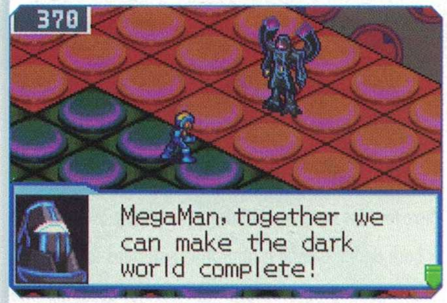
Ooooh, Viddy and VideoMan have some nasty words for each other at the loss. It's really darkly amusing. They even make the hostess, Mami, a little angry at their bickering.

eagle/hawk tournament part 6: shadowtime

Boss: Dark Soul Navis

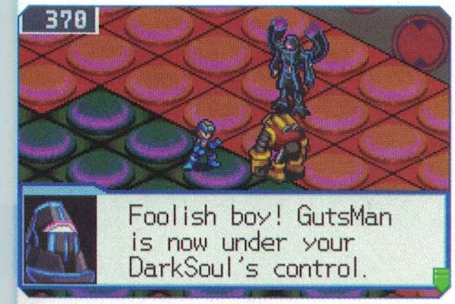

I'm delighted to be able to present you with another trophy.

Unfortunately, it seems Nebula hasn't forgotten Lan, despite the destruction of the Dark Chip. The mysterious voice demands you Jack In to the NetBattle Machine, or else a whole lot of people in the castle are gonna die.



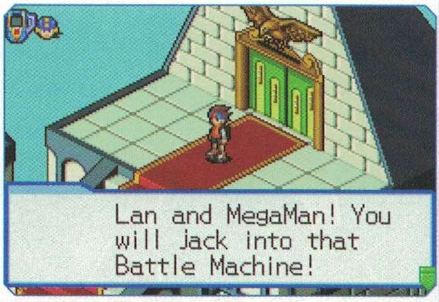
MegaMan, together we can make the dark world complete!

MegaMan has friends! Two on one shouldn't be a problem, right?

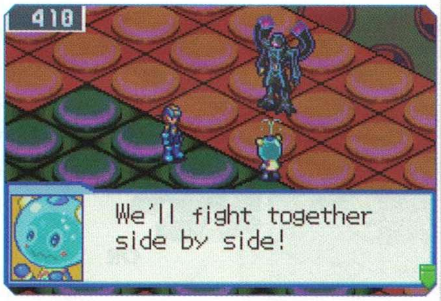


Foolish boy! GutsMan is now under your DarkSoul's control.

"Best NetBattler in Electopia" has a real nice ring to it, doesn't it? Congratulations!


Lan and MegaMan! You will Jack into that Battle Machine!

MegaMan, meet LaserMan. LaserMan's the top Nebula Navi, and he's here to tempt Mega to the dark side. Let the Dark Soul inside him grow. Stuff it!



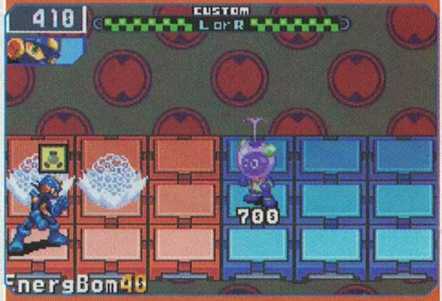
We'll fight together side by side!

However, LaserMan pulls out the power of MegaMan's Dark Soul, which possesses Mega's buddy, leading to a duel with a good friend. You have no choice but to fight!

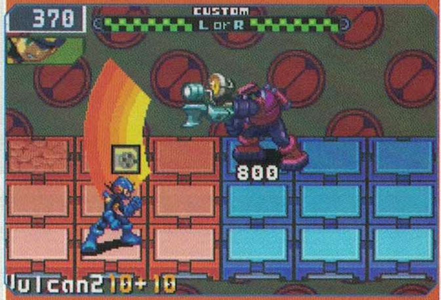
Opponent: Dark Soul Navis

Operator

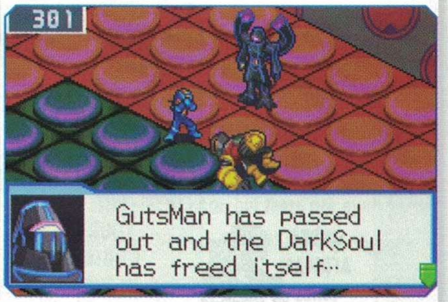
Element



Slightly stronger than their Tournament versions, but not as strong as the ones hidden on the 'net, the Dark Soul Navis keep their standard attacks. You should know how to handle them, right?



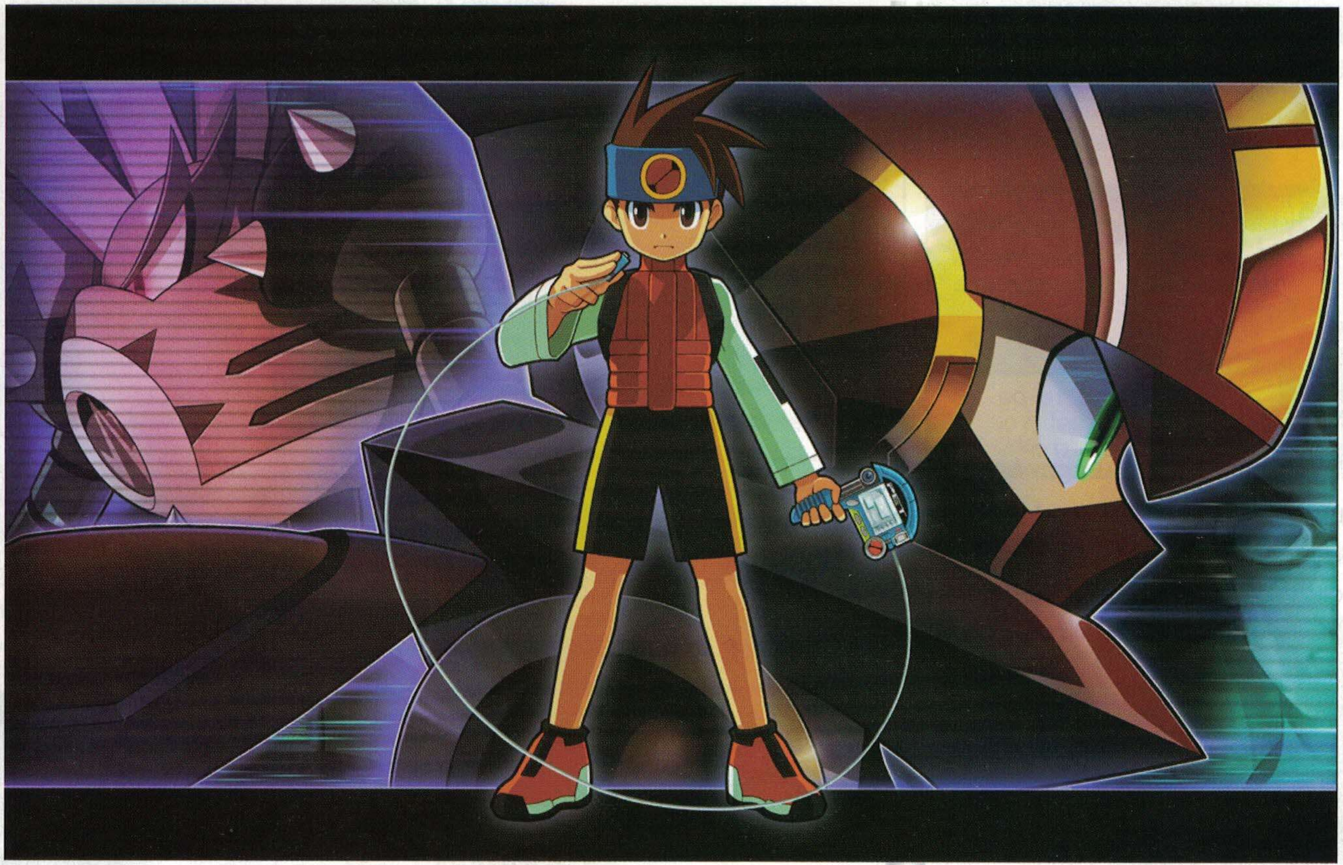
Well, it's not quite *that* easy. The Dark Soul Navis have a whole slew of attacks, including everything you've got! They have everything from Battle Chips, to Program Advances, to Customizer Programs. If it's yours, it's theirs. Keep on your toes!



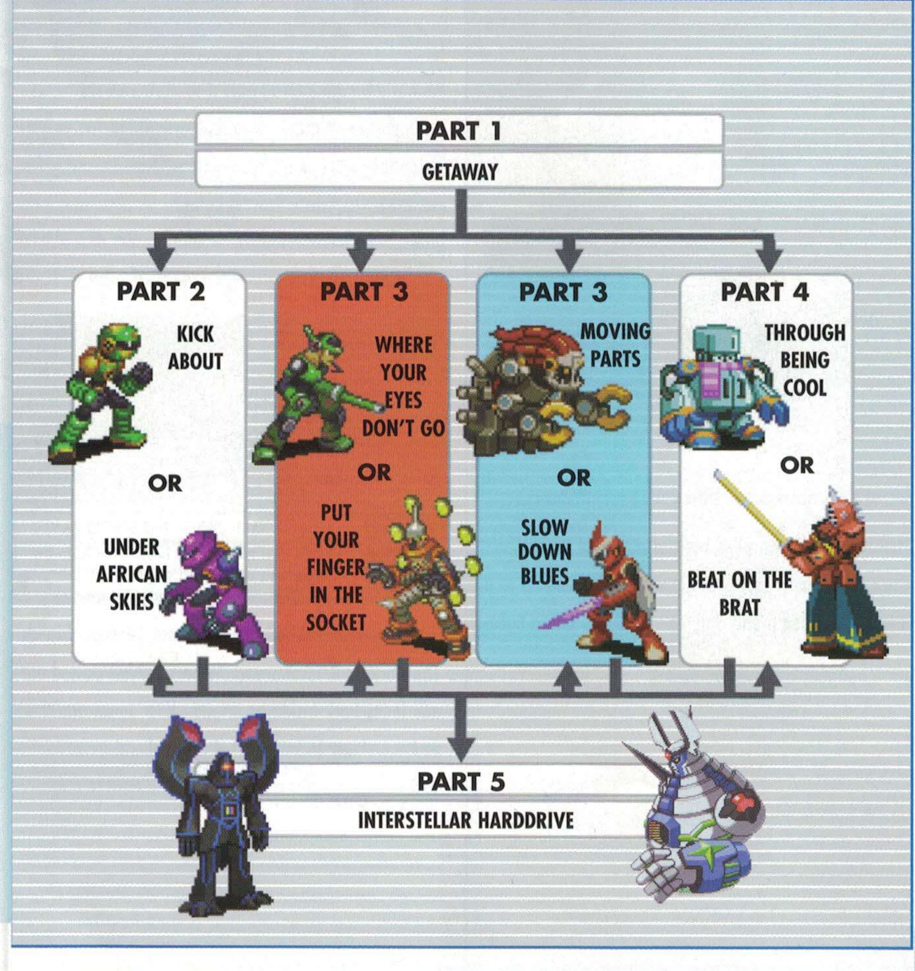
GutsMan has passed out and the DarkSoul has freed itself…

LaserMan enjoys watching your bout between friends. The Dark Soul vacates once Mega's pal has passed out, and leaps back inside its original host. Laser vanishes, and everybody Jacks Out. Bad times ahead.

chapter 4:
red sun & blue moon tournaments



RED SUN AND BLUE MOON TOURNAMENTS


PART 1
GETAWAY
PART 2
KICK ABOUT
OR
UNDER AFRICAN SKIES
PART 3
WHERE YOUR EYES DON'T GO
OR
PUT YOUR FINGER IN THE SOCKET
PART 3
MOVING PARTS
OR
SLOW DOWN BLUES
PART 4
THROUGH BEING COOL
OR
BEAT ON THE BRAT
PART 5
INTERSTELLAR HARDDRIVE

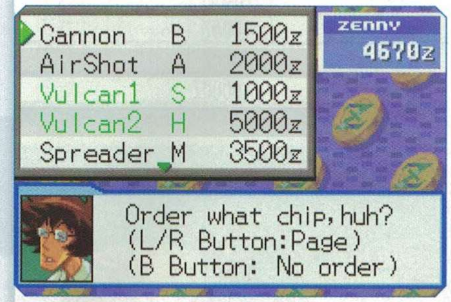
BACKUP DATA: *MEGAMAN BATTLE NETWORK 3*

As the school year winds down, Lan and his friends discover that some ambitions just won't die. Wily's WWW is back again, and he is after the mysterious Tetra Codes. These four programs are the key to breaking the encryption that protects Alpha, the original prototype Navi designed by grandpa Hikari, a creation that broke loose and nearly consumed the entire Internet. Once the sleeping Alpha is his, he plans to use the dark Navi Bass to crack its final seal and unleash it upon the world.

With the assistance of Cossack, Bass' creator, Lan and MegaMan delve into the core of the Undernet to find the program that can stop Bass. With the help of their friends, they travel to Wily's island fortress for a final showdown. Lan, Chaud, Dex, and Tora make their way through Wily's defenses, and MegaMan brings down the awakened Alpha, who has consumed both Bass and Wily. With Alpha's destruction comes a strange meeting with the boys' own past...

red sun/blue moon tournament part 1: getaway

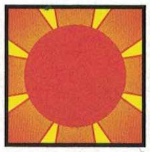
One week later, Lan gets an invite; a worldwide NetBattling tournament, held in Netopia! How can Lan resist the chance to prove he's the best NetBattler in the world? Before you leave, Jack In to Dex's Homepage and talk to the Program there for another **Banner Link** to Lan's page.

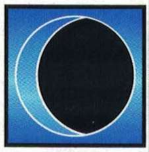


```
▶Cannon    B   1500z      4670z
 AirShot   A   2000z
 Vulcan1   S   1000z
 Vulcan2   H   5000z
 Spreader  M   3500z
```

Order what chip,huh?
(L/R Button:Page)
(B Button: No order)

Say goodbye to Mom, then head to the Metroline. Before you head to the newly-opened Airport and Netopia, head to DenDome quickly to pick up a newly-opened prize.



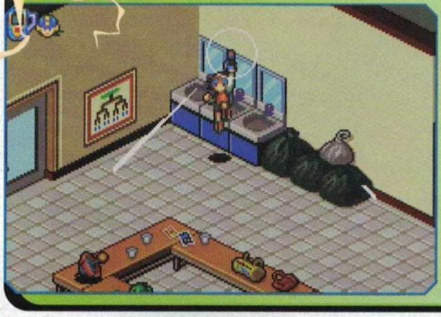


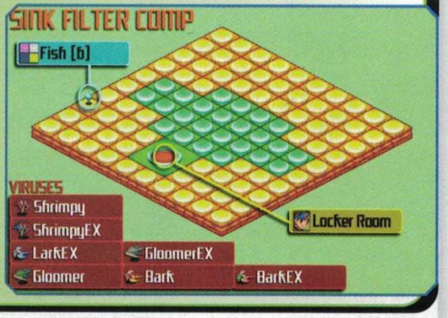
Also consider stopping into Higsby's, as he's set his Order System back up, allowing you to order almost any Chip that appears in your Data Library. Download a friend's Library to order Chips you haven't acquired. Keep in mind that Higbsy can only order one Letter Code for each Chip.

WORLD MAP
NETOPIA
NAVIGATOR

Let's go!

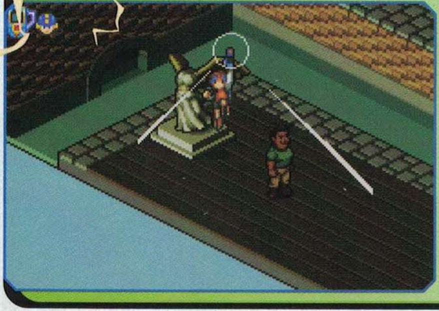
DENDOME SINK FILTER

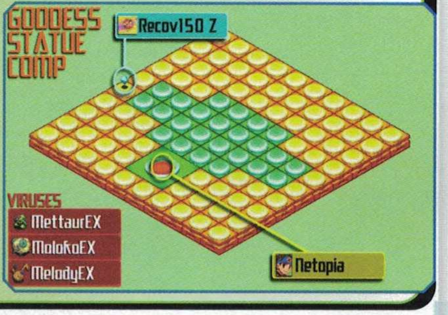


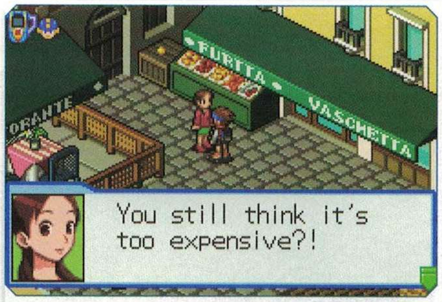

SINK FILTER COMP
Fish [6]
Locker Room
VIRUSES
Shrimpy
ShrimpyEX
LarkEX
GloomerEX
Gloomer
Bark
BarkEX

Upon reaching Netopia, Lan gets an email for a meeting place with the World NetBattle Association rep. The guy in the green shirt in front of the statue is the man you need to talk to. He's got a valuable item for you, the **NetPassp**, which lets you into other net areas you've been unable to reach previously. He lets you go sightseeing before you check in to the hotel. Take advantage of this!

GODDESS STATUE

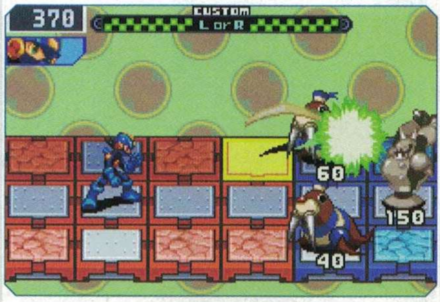



GODDESS STATUE COMP
Recov150 Z
VIRUSES
MettaurEX
MolokoEX
MelodyEX
Netopia

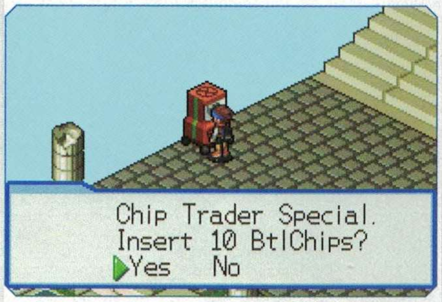

FURITA
VASCHETTA
ORANTE

You still think it's
too expensive?!

Head up the stairs first, and check out the box in the corner for another **Battle Chip Challenge NaviCode**. The woman upstairs is selling chocolate, at 1000Z a pop. Not likely. Argue with her until she drops down to 250Z, then buy. The chocolate doesn't really do anything, but it's all part of the mandatory sightseeing.


370
CUSTOM
L or R
60
150
40

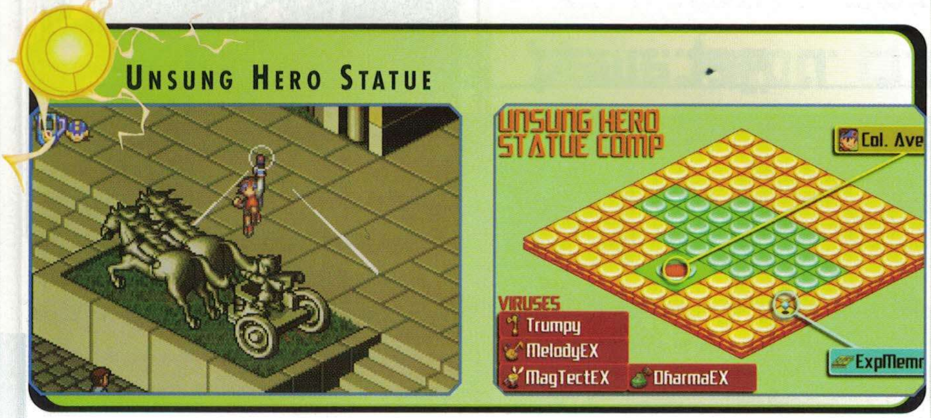
The old man next to her offers you a chance to try out his "Wowsa Box". It's a trap! Two Walla Viruses and a GaiaEX. Like the chocolate, you have to do this. It's all part of the experience.



Chip Trader Special.
Insert 10 BtlChips?
▶Yes No

Take the alleyway to the east to reach Coliseum Avenue. There's one of Higsby's special Chip Traders there; this one takes ten Chips at once, but there are much harder to find Chips to be had here than the one at Higsby's.

UNSUNG HERO STATUE



I can give you some of my SubChips···

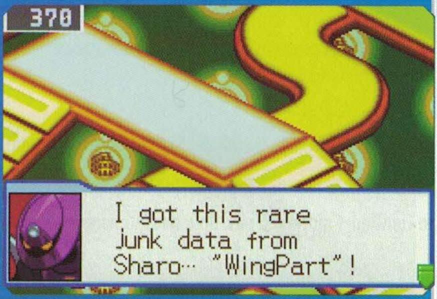
COLISEUM SUBCHIP DEALER

Item	Cost
FullEnrg	1000Z
Unlocker	4000Z
LocEnemy	10000Z

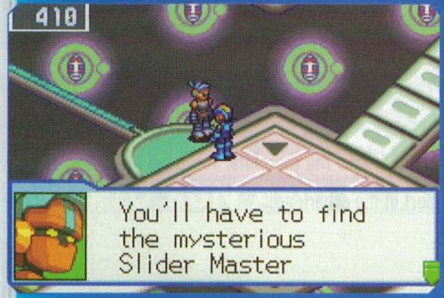
SIDETRACK FOR THE C-SLIDER!

From this point, you can talk to Bond in order to get the story going, but the NetPassp opens up a *lot* of nice stuff on the net. It's not necessary to do this now, but you *do* need the C-Slider eventually.

Return to Electopia. Talk to the red Navi in ACDC 2 who blocks the path north. Thanks to the NetPassp, you now have access to the *really* world-wide web! Be sure you're ready, though, as the Viruses in the world net are much tougher than what you've faced before.



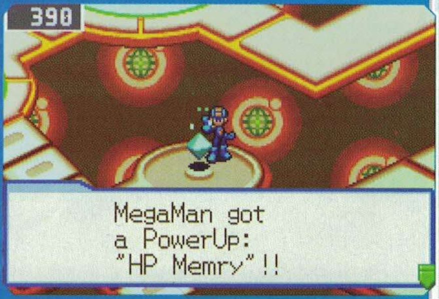
I got this rare junk data from Sharo··· "WingPart"!



You'll have to find the mysterious Slider Master

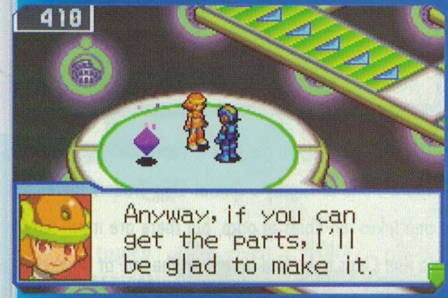
The link from ACDC 2 leads to Yumland's net. U-turn left in the first square you come to. A HeelNavi hidden by the overpass has a **WingPart** for 4000Z. You want this, you really do.

Take the green road in Yumland Area to reach Netopia Net. Hang a right to find a NetDealer with new stuff for sale. Go to the center of Netopia Net, and head right to reach the road to NetFrica's net. Follow the winding green road up and to the left, making sure not to touch the conveyor belts. Pass the Security Cube and head into the pathway to the next area.



MegaMan got a PowerUp: "HP Memry"!!

Now you're in an isolated area of Sharo's net. Take the conveyors, head down the stairs, and chat with the Navi there. He tells you about the Slider Master, who builds C-Slider devices that enable Navis to cross those thin rails.



Anyway, if you can get the parts, I'll be glad to make it.

Return to Netopia Area (the conveyors make the trip back much quicker), and this time head left from the blocked Homepage. There's an **HPMemory** along the way, don't miss it! Go up the stairs from there to reach the main Sharo Area.

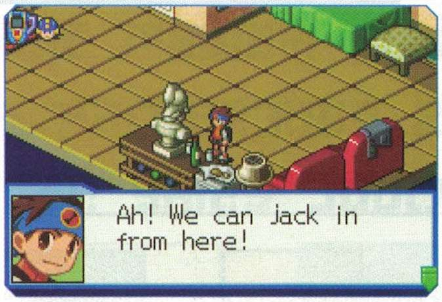
Sharo's a maze of conveyor belts. In the center area, take the second belt on the left to reach a closed gate. It takes a mere 500Z to open it up. The Purple Mystery Data behind the gate has a **BlakBomb Z Chip** which you may need later, so be sure to have an Unlokcer. But the real highlight is the girl Navi. She's not the Slider Master, but his granddaughter, and can take the Parts you've bought from hidden Navis and turn them into the **C-Slider**!

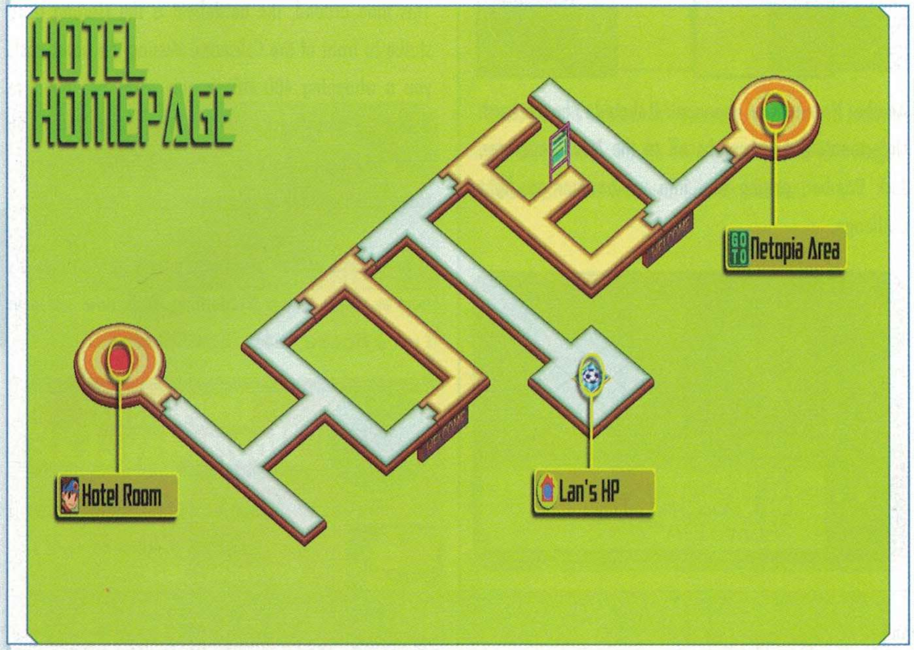
This Navi looks scary, but he's a fun guy!

With the C-Slider, MegaMan can now use the thin rails across the net for quicker, Virus-free travel. The Slider also lets you reach several normally-inaccessible items in the Park, Yumland and NetFrica Areas, including a BugFrag Dealer.

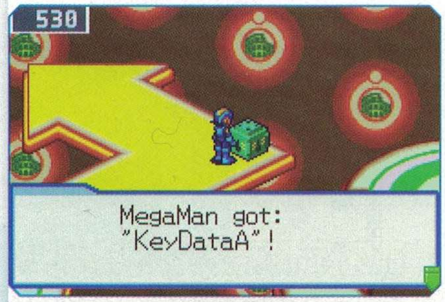
While you're exploring, check the lower level of Town 3. The HeelNavi there has a **Humor Customizer Program**, which lets MegaMan tell some royal groaners. Once you've got what you want, return to Netopia as Lan and get the story back on track.

Make sure you've talked to everyone in Netopia, then talk to Bonds again. However, Lan doesn't get to the hotel… he gets kidnapped instead! The only way out of the room is to find the four pieces of KeyData scattered in Netopia Area. Good thing they didn't take away Lan's PET. Check the bust on the table to Jack In!


Ah! We can jack in from here!

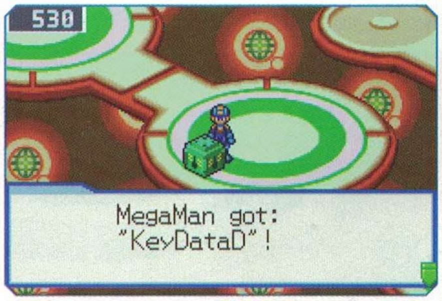


Inside the Hotel Homepage, talk to the Program there to get the **HotelCd**, which unlocks the Security Cube blocking the HP from the main net.



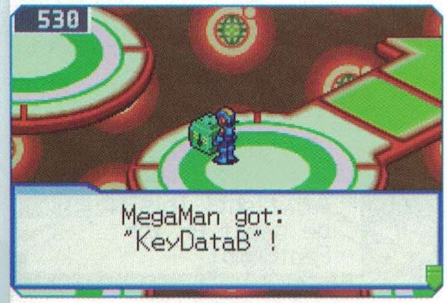
MegaMan got:
"KeyDataA"!

Once in Netopia Area, head left from the HP and up the stairs. Right by the entrance to Sharo Area is the first box, containing the **KeyDataA**. And a MagTectEX and two VolGearEX Viruses!



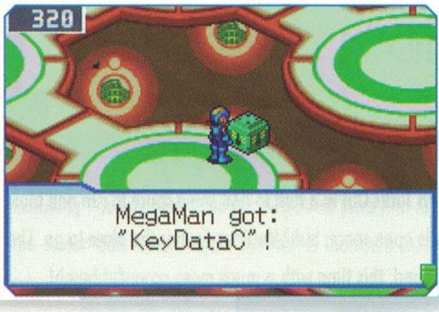
MegaMan got:
"KeyDataD"!

Go back down the stairs, and continue left to find the box with the **KeyDataD**. And, you guessed it, Viruses. Two ShrimpyEXs and a BoomerEX to keep you company.



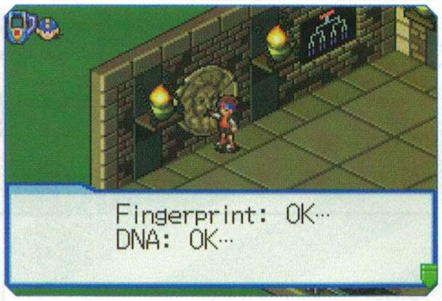
MegaMan got:
"KeyDataB"!

Head back towards the HP link, and head right to the NetFrica link. The box with **KeyDataB** is there, plus a BoomerEX and two BillyEXs.



MegaMan got:
"KeyDataC"!

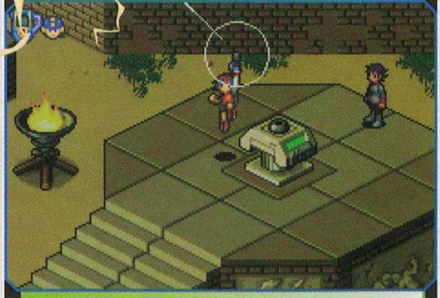
Down and right from the Hotel HP, right by the link to Yumland, is the final box with the **KeyDataC**. Clear out the MagTectEX and two LarkEXs, and you're home free. Jack Out.

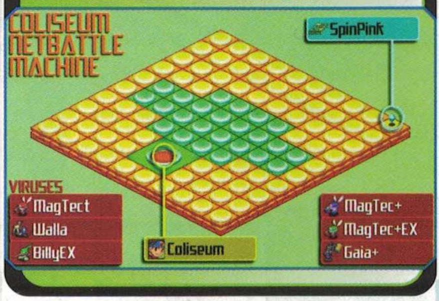

Fingerprint: OK…
DNA: OK…

The whole thing was a *test?!* A preliminary test? Wow. They're pretty serious about seeing how NetBattlers handle duress. Well, it's your hotel room now, so get some sleep. In the morning, enter the Coliseum, and check the place out. You can't enter the tournament proper until you check out the stone face in the wall, which is a DNA reader. Once that's done, check the Tournament boards for your opponent.

Like the Eagle/Hawk Tournament, the Red Sun/ Blue Moon Tournament does not follow a normal progression. You will face any one of six opponents at the beginning.

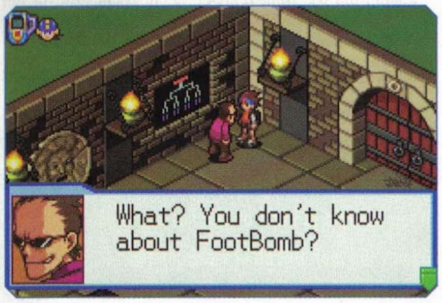
COLISEUM NETBATTLE MACHINE



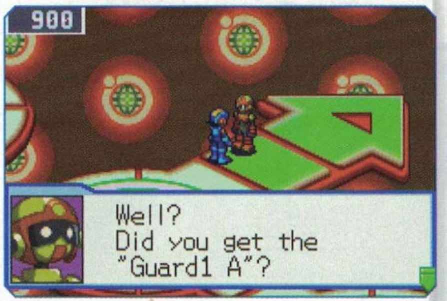


red sun/blue moon tournaments part 2.1: kick about

Boss: NormlNavi V2

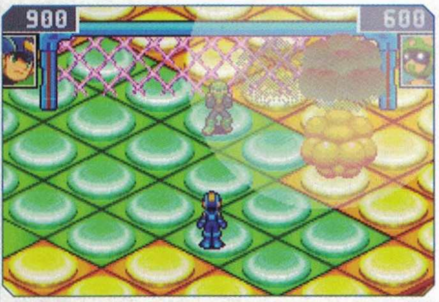

What? You don't know about FootBomb?

Another Normal Navi opponent? It shouldn't be too hard. Unfortunately, Lan mouths off to the Navi's operator, Jack Bomber, getting him into yet another pre-fight challenge.

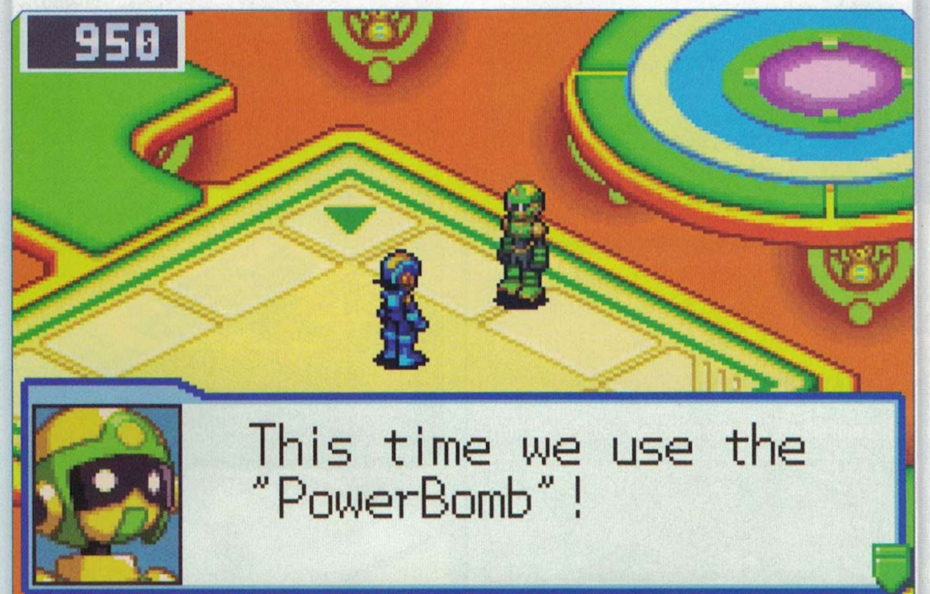


Well?
Did you get the "Guard1 A"?

"FootBomb"? Sounds dangerous, but Lan's undaunted. MegaMan needs a pair of BomShoes in order to compete, so it's off to Netopia net to buy a pair. The Navi with the **BomShoes** is right next to the link to NetFrica. He wants a Guard A Chip in exchange for a pair. Guard A? If you haven't gotten a billion of these by now, something is very wrong.

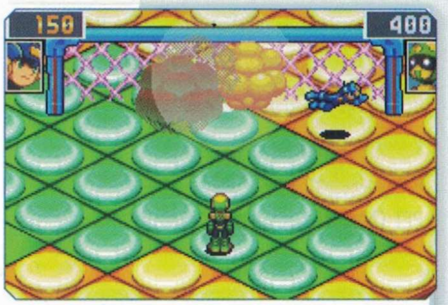


Now that you have the shoes, you get an email from Jack setting up your FootBomb bout. The Goddess Statue computer it is. Talk to the green Navi inside, he can explain the rules of the game to you if you wish. It's like free kicks in soccer, only if you're the goalie and miss, you lose 200 HP. Load up on HP+ Customizer Programs before entering the contest. Remember that you can shoot straight forward too!



This time we use the "PowerBomb"!

Once MegaMan wins, Lan continues to run his fool trap. The Navi Jacks Out in a huff to find some space to run and blow off steam, and Mega demands Lan find him and apologize. Wide open space, huh? NetFrica Area is the place to go. The Navi is just beyond the Security Cube. He's ready for another round, this time with a much more powerful bomb!



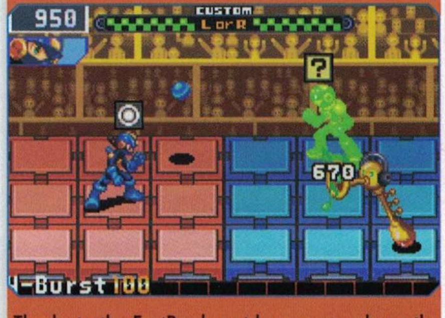
This time around, the battlefield is the Unsung Hero statue in front of the Coliseum. Missing the bomb costs you a whopping 400 HP! It only takes two goals to defeat the NormlNavi with this bomb, but unless you've been packing in the HPMemory and HP+ Programs, Mega won't be able to take much more than that either.

With his Navi beaten at his own game, Jack decides it's time to smash Lan in NetBattling. Well, now you're in *Lan's house*, buddy. To the Coliseum!

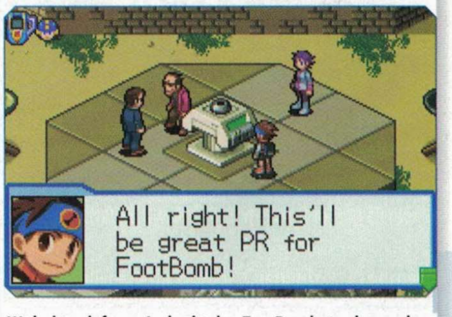
OPPONENT: NORMLNAVI.EXE V2

Operator: Jack

Element



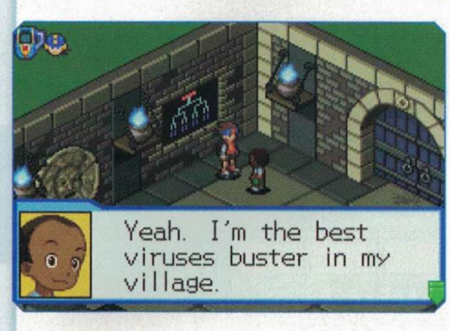
Thanks to the FootBomb matches you now know the NormlNavi has 800 HP. Watch out for his cross-bombs because he tends to favor those. He's packing Fanfare, Blind, and Wind Chips, but otherwise he's a snap.


All right! This'll be great PR for FootBomb!

With his defeat, Jack thinks FootBomb is doomed to obscurity. But what's this? A TV producer has been watching and wants him to be in a feature! How convenient! Everyone's happy, except Lan. He is still mildly upset. Oh well.

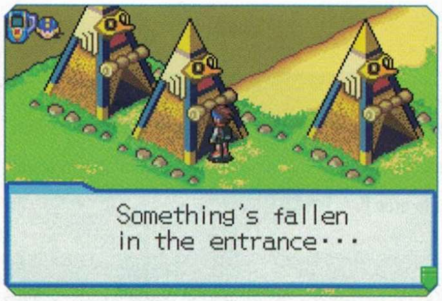
red sun/blue moon tournaments part 2.2: under african skies

Boss: Jammer (HeelNavi V2)

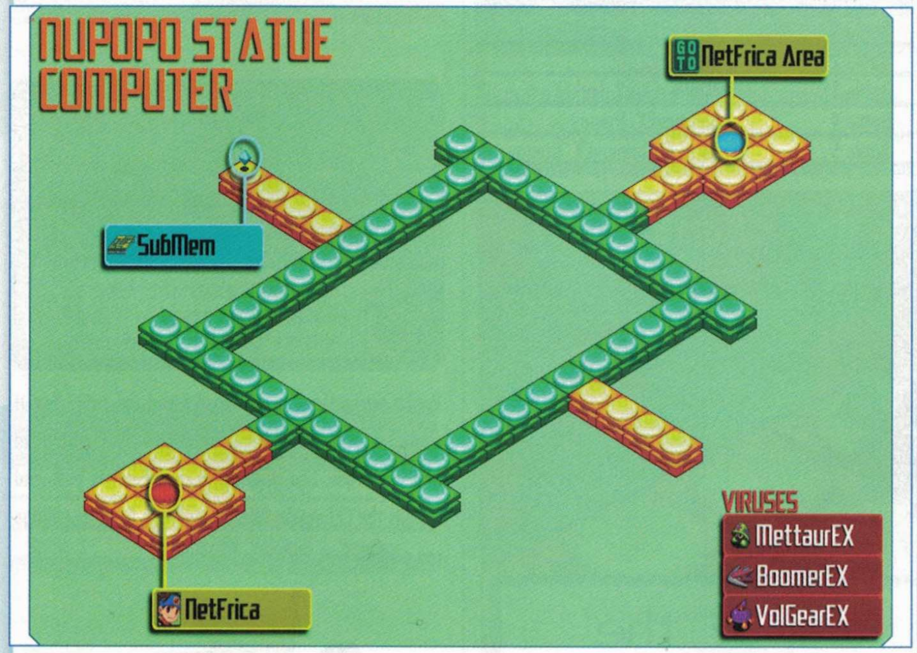

Yeah. I'm the best viruses buster in my village.

Check out the lovely plains of NetFrica, and be sure to check out the yurts to find a **RegUp1**. Talk to Paulie, and Jack In to the statue of Nupopo.

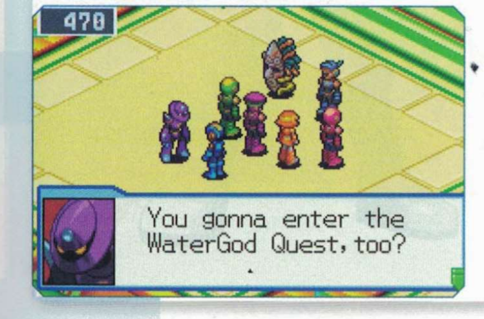
Paulie here is Lan's next opponent, and the two seem to hit it off instantly. Paulie even invites Lan to his village's Water Festival in NetFrica. Sounds like fun!


Something's fallen in the entrance···

NUPOPO STATUE COMPUTER



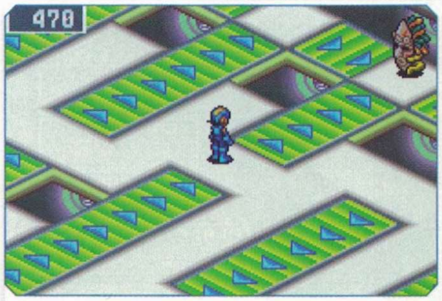
Inside the Nupopo computer, grab the **SubMem** on the way to the exit point. A Security Cube blocks the NetFrica Area off from you, but the **NetFrcCd** is easy enough to get. Just talk to the Navi there, and survive a three-round Virus battle!


You gonna enter the WaterGod Quest, too?

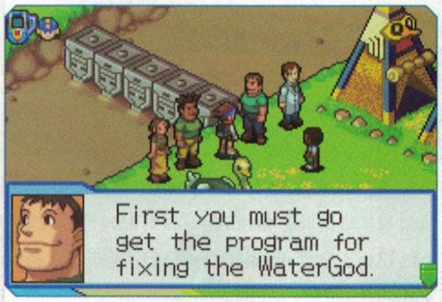
NETFRICA TEST BATTLES

Battle 1	MagTect x2, BoomerEX
Battle 2	Walla, BoomerEX
Battle 3	LarkEX, ShrimpyEX, BoomerEX

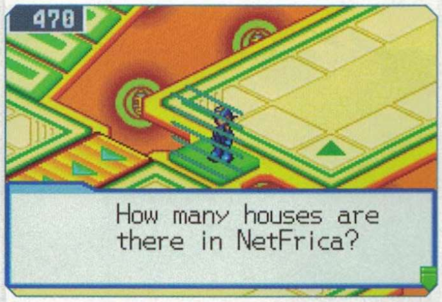
Once you are in the NetFrica Area, take the conveyor to reach the main square. Several Navis wait here, including Paulie's Navi Jammer. MegaMan joins him in the Water God Quest, where the idol is launched into cyberspace and everyone's job is to find it.



Hmm. "Flew clear to Sharo Area", huh? This is as good a place to search as any. Head to the Sharo Area through Netopia and make your way through the conveyors to the upper right. Snag it, return to NetFrica Area, and show it to the leader Navi.


First you must go get the program for fixing the WaterGod.

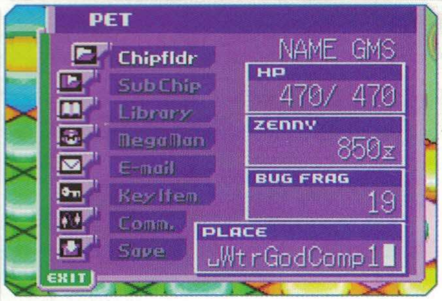
One round of congratulations later, a crisis pops up. The river's run dry in the real world! The only way to fix the river is to Jack In to the Water God statue, where the river management program waits. Of course, it's not that easy because the network is a maze of teleporters. You also need a "RecvrDrp" program from NetFrica's net before you can enter, and that's locked behind a series of gates. Why is nothing simple?


How many houses are there in NetFrica?

Lan gets the **LionKey** for one of the gates from the youth group leader, but he must open the "wisdom" and "strength" door himself. The second door opens with wisdom: the correct answers to a quiz. Answer with "4", "2", "60", "Green", and "22". One down, one to go. The final gate opens with strength, so guess what that means: Virus battles! Clear them out, and grab the blue **RecovDrp** program just beyond.

STRENGTH GATE BATTLES

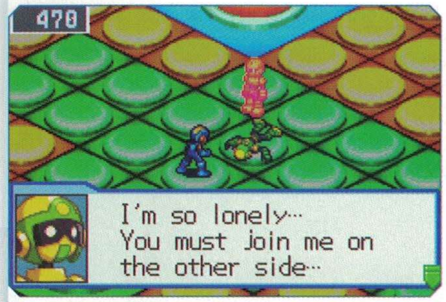
Battle 1	Mettaur, MettaurEX x2
Battle 2	Spikey, SpikeyEX x2
Battle 3	VolGear, VolGearEX



NAME GMS
HP 470/ 470
ZENNY 850z
BUG FRAG 19
PLACE WtrGodComp1

The inside of the Water God Statue is a maze of small cyber-areas with three warp gates each. This can be *very* confusing, so be sure to use the menu screen to keep your bearings and check on your location. Each of the 16 grids in the maze has a Blue Mystery Data; most of them contain **100Zenny**, and are not worth going out of your way for. The maze is infested with MettaurEXs, ShrimpyEXs, LarkEXs, and Wallas.

From the start, take the blue warp to area 6. From there, you should take the green warp to area 4.



I'm so lonely…
You must join me on the other side…

In area 4, a dead Navi sics two MettaurEXs and a MelodyEX on you. If you're feeling up to it, take the green warp to 11, then take the blue warp to 9 where a **FullEnrg SubChip** waits, then return to area 4.

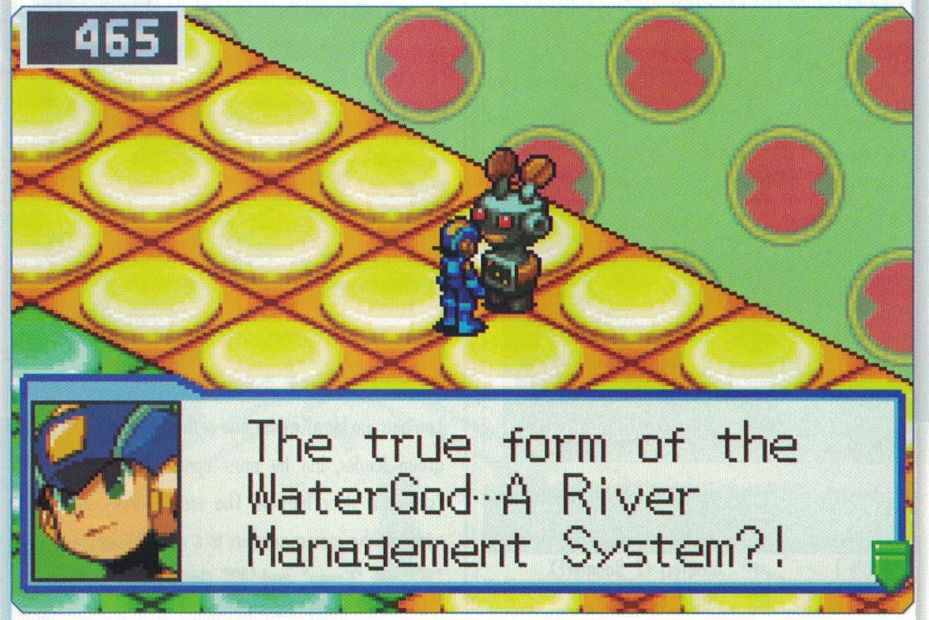
Now, take the blue warp in area 4 to area 13. In area 13, take the pink warp to area 10, then go from area 10's blue warp to area 8. In 8, there's a horde of dead Navis, meaning a marathon battle. After the fight, take the green warp to area 12 to a dead end with a **FullCust * Chip**. Finally, return to area 8.

WATER GOD AREA 8 BATTLES

Battle 1	MettaurEX x2
Battle 2	MettaurEX, ShrimpyEX
Battle 3	ShrimpyEX, DharmaEX
Battle 4	MettaurEX, BoomerEX
Battle 5	MelodyEX, VolGearEX

WATER GOD AREA 16 BATTLES

Battle 1	MettaurEX, LarkEX
Battle 2	LarkEX x2
Battle 3	MettaurEX x2, LarkEX
Battle 4	ShrimpyEX, Trumpy
Battle 5	LarkEX, ShrimpyEX, Trumpy



The true form of the WaterGod…A River Management System?!

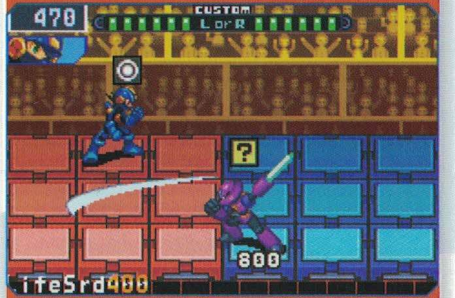
In area 8, the pink warp leads to your destination, area 16 and the Program-looking Water Management system. Of course it's got Viruses inside, don't be silly.

Water, the source of all life. It's back, and all is well. Take the ostrich to return to Netopia. What's the deal with Paulie? Why's he a jerk all of a sudden?

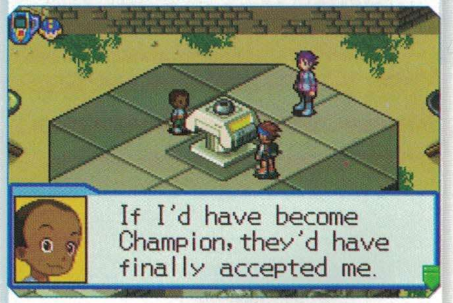
OPPONENT: JAMMER (HEELNAVI.EXE V2)

Operator: Paulie

Element



Jammer's tougher than the normal HeelNavis. He's got an AreaGrab Chip, plus the ability to summon Viruses to attack for him. Thankfully, he's immobile while summoning, so swat him with your strongest attacks while he's stuck.



If I'd have become Champion, they'd have finally accepted me.

Paulie set up the Viruses that drained the river? Yep, it was all a setup so he and Jammer could fix the problem and be heroes. Lan steps up to save Paulie's butt, and resigns the Champion title, so someone from the village can actually win. He's nice like that.

red sun tournament part 3.r1: where your eyes don't go

Boss: SearchMan.EXE

And the war has just begun!!

Sharo has opened up on the world map now, so follow Raika home. It's cold, but it has puppies! Talk to the dogsled team in order to return to the world map. For now, make your way to the Sharo Space Center at the rear.

The mission he's in charge of isn't as easy as you think!

SHARO TEST BATTLES

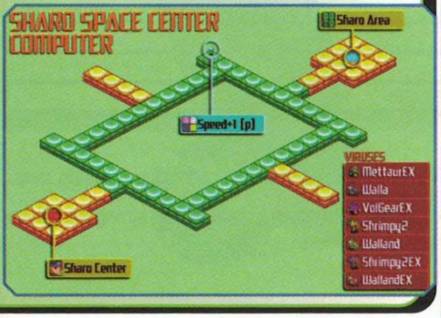
Battle 1	MettaurEX, Weather
Battle 2	VolGearEX, Weather
Battle 3	MettaurEX, VolGearEX, Weather

SearchMan's got one nasty reputation, but Lan and Mega aren't phased. Once outside, Lan actually meets his opponent's operator Raika, from the cold nation of Sharo. Eugene Chaud is downright gregarious compared to Raika. Chaud never punched Lan, at least. He leaves in order to perform a mission against Nebula, but Lan's not about to let this slide.

Check the pretty pictures in the Center; one of them has a **Battle Chip Challenge NaviCode** written on it! Talk to the scientist by the computer. He can't recall Raika in the middle of a mission, but Lan is adamant. So instead, Lan and MegaMan get to go on the mission as reinforcements, but only if they can prove they can fight!

Impressed with your skills, the Center official sends you in to act as reinforcements for Raika. He gives you a **CopyKey** to get you into the Nebula hideout in Undernet 6.

CENTER COMPUTER

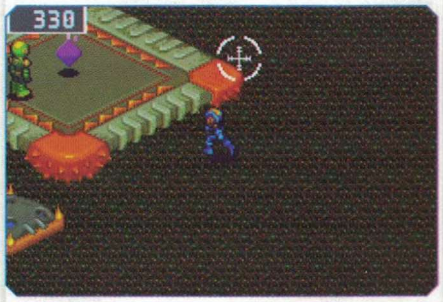


Take the warp out of the Computer to Sharo Net. There's a Security Cube blocking your path, but the Navi there has a **SharoCd** for you that gets you through.

While the entrance to the Undernet is in the Sharo Area, you can't reach it from here. Head down into the Netopia net, and then head right to NetFrica Area. From there, the only exit leads to the isolated section of Sharo that leads to Undernet 1.

> You need the C-Slider in order to get to the Undernet. See Chapter 4.1 "Getaway" for steps on obtaining the C-Slider if you haven't done so already.

Welcome once again to the Undernet, where the worst of the worst hang out. And, it looks like someone is gunning for MegaMan! Literally! If a crosshair touches Mega, hit the control pad quickly in the direction indicated to dodge the shot, or take 100 damage. Pack in the recovery SubChips, because you don't have much time to dodge!

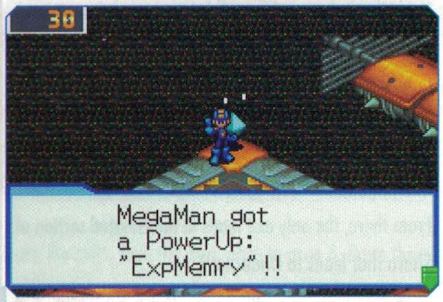


Head right from the spot where you were sniped. There's an invisible path that leads you to a **Snake M Chip** in a Purple Mystery Data, as well as a NetDealer.

UNDERNET 1 NETDEALER

Item	Cost
HPMemory	10000Z
HPMemory	15000Z
HPMemory	20000Z
HPMemory	30000Z
SloGauge E	8200Z
FstGauge Q	9800Z
NrthWind T	10000Z
Static Z	16000Z

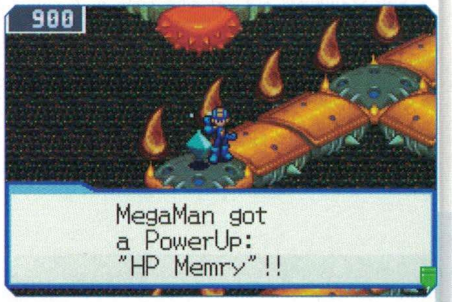
The Undernet is a twisty maze, with the most direct path to wherever you want to go blocked by conveyor belts. Head all the way to the back of the area, then go left in order to reach the teleporter right next to where you came in.



MegaMan got
a PowerUp:
"ExpMemry"!!

In Undernet 2, take a left as soon as you get up the stairs. Follow the path to net a super-valuable **ExpMemry** for your Navi Customizer in a Blue Mystery Data. It's a big sidetrack, but well worth it! Return to the fork, and head in the opposite direction. Avoid the conveyors to reach a **SpeedMAX Customizer Program** next to the path to Undernet 3.

Undernet 3 is just as complicated, but first head to the far left corner of the center square to find an **HPMemory**. Take the teleporter in the very center of Undernet 3. The path from there on is relatively straightforward, but be sure to sidestep for a **Recov120 Q Chip**. Keep going and the link ahead skips you right into Undernet 6.

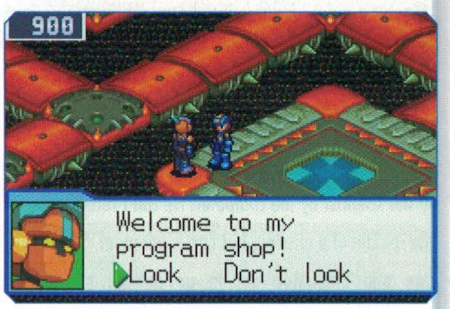


MegaMan got
a PowerUp:
"HP Memry"!!

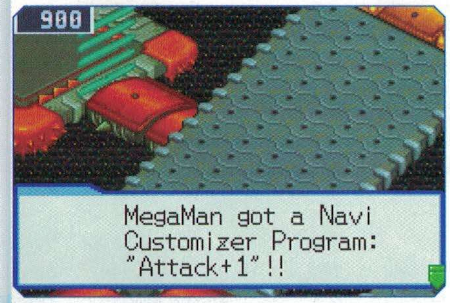
The path through Undernet 6 is a long one. A side-trip can bring you into a dead-end in Undernet 5. Take the long way around until you reach a split in the path. If you're good at dodging the sniper shots, take the stairs to the left. Make your way to the teleporter, but ignore it. What you want here is the Navi, since he's a Program Dealer!

UNDERNET 6 PROGRAM DEALER

Item	Cost
HP+300	9600Z
OilBody	6200Z
MegFldr1	8000Z
Custom1	9600Z
FlotShoe	8400Z
Reflect	13000Z



Welcome to my
program shop!
▶Look Don't look



MegaMan got a Navi
Customizer Program:
"Attack+1"!!

Head back up the stairs and take the other path down. As you pass under the huge stairs, look carefully, there's an **Attack+1 Program** in a hidden Mystery Data gem! The CopyKey gets you past the gate to the Nebula hideout. The black HeelNavi there is your target, but he doesn't go down without on major fight! Make sure you're HP is maxed out before you talk to him.

SEARCHMAN MISSION BATTLES

Battle 1	MettaurEX x2
Battle 2	BillyEX, MettaurEX, BoomerEX
Battle 3	MelodyEX, DharmaEX
Battle 4	SpikeyEX x2, ShrimpyEX
Battle 5	MagTectEX, VolGearEX, HeelNavi (100 HP)

MegaMan may have won, but the HeelNavi brings in backup. Things are looking grim, until a familiar crosshairs shows up. Goodbye! Yup, it's SearchMan's shot. The sniping was all a test to see what MegaMan could do, plus having Mega there proved a nice distraction so he could snipe the Nebula Navis.

Nothing left to do now but return to the Coliseum and finish this fight.

OPPONENT: SEARCHMAN.EXE

Operator: Raika

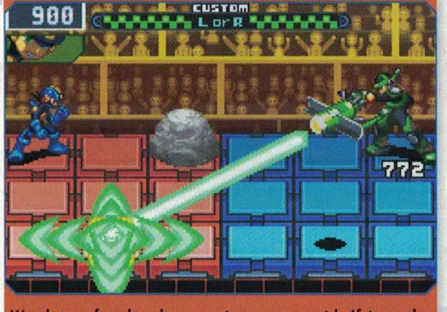
Element

SearchMan takes his time attacking you, but his attacks are designed to minimize his chances of missing. The big rocks in the field that provide cover for SearchMan can't be moved, but they can be broken with a Break-Type attack or by simply doing enough damage to it. Boomer Chips also work well, since they cut right through the rocks.

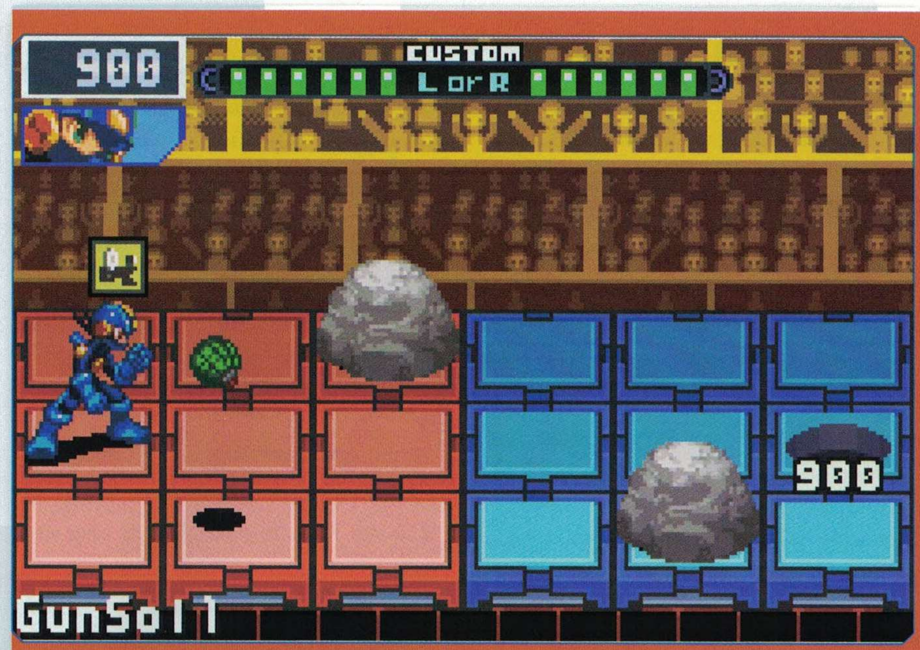
Level	HP
V1	900
V2	1200
V3	1500
SP	1800

SATELLITE RAY

Level	Damage
V1	30
V2	60
V3	120
SP	200



Watch out for the slow-moving target grid. If it catches you, a satellite beams down and fires a laser at your Panel, with a cross-shaped impact splash. The Panel being attacked gets cracked as well. AreaGrab gives you some freedom, since the crosshairs only cover the normal 3x3 grid.



Easily his most annoying attack, SearchMan simply doesn't miss too often with this. He's a crack shot, and while the shots don't do much damage individually, like the Vulcan Chip it fires multiple times.

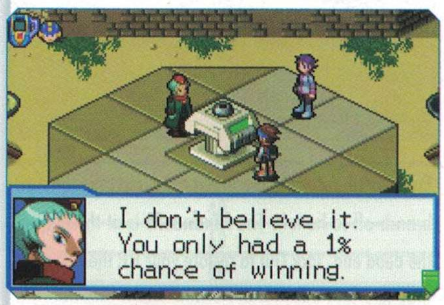
SEARCH GRENADE

Level	Damage
V1	30
V2	60
V3	120
SP	200

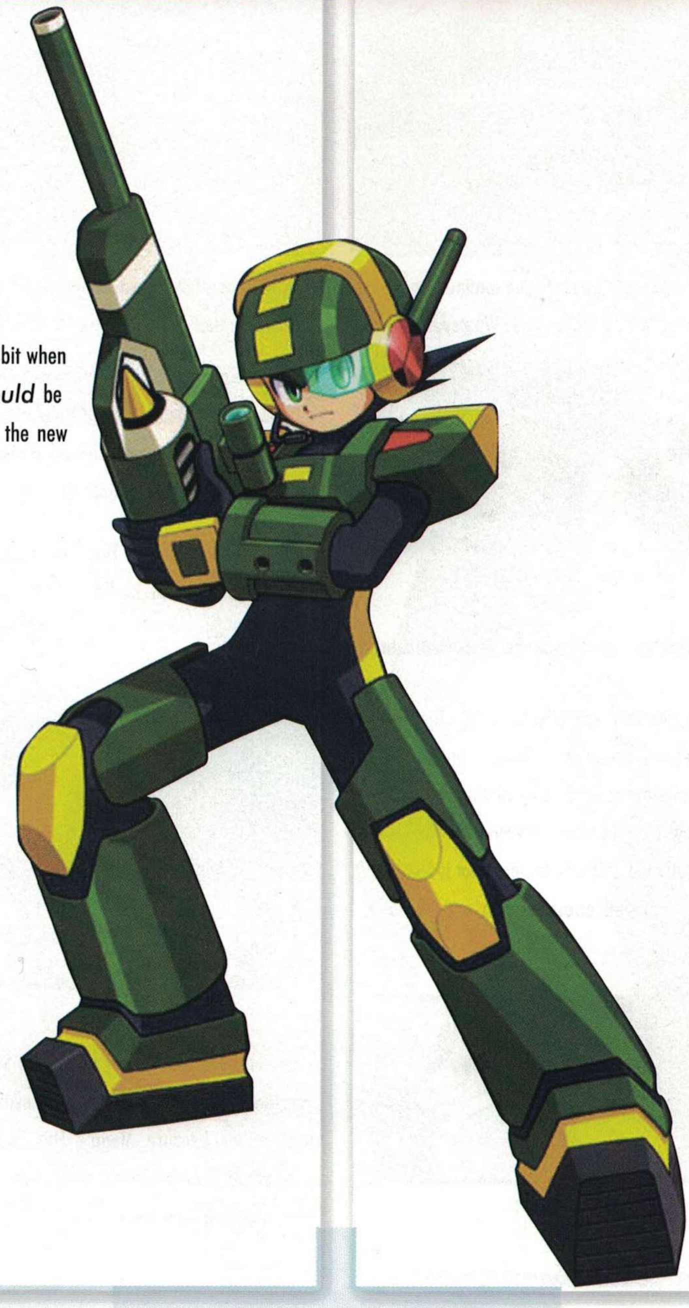
SearchMan drops into a hole and hurls grenades at MegaMan. Keep moving to dodge, and keep in mind they explode in a cross pattern. Use lobbing attacks like Ball, EnergBom, or any other attack that hits the actual Panel to make contact with SearchMan while he's in the pit.

SCOPEGUN

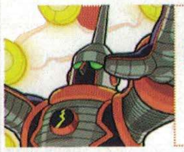
Level	Damage
V1	10
V2	20
V3	40
SP	60


I don't believe it.
You only had a 1%
chance of winning.

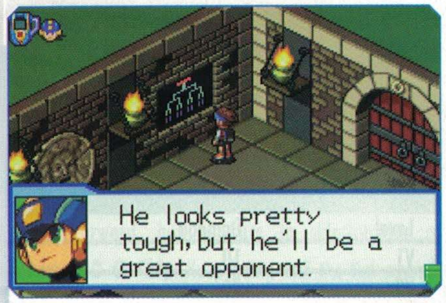
Raika's gonna be punished for losing the match? Yikes. He softens up just a bit when Lan shows concern for him, suggesting that maybe, just maybe, they *could* be friends. MegaMan and SearchMan also form a bond, and this gets Mega the new **Search Soul** style.



red sun tournament part 3.r2: put your finger in the socket



Boss: Thunderman



He looks pretty tough, but he'll be a great opponent.

Raoul and ThunderMan made it pretty far in last year's aborted N1 Grand Prix, and they were certainly among the toughest opponents Lan and Mega faced in their first trip to Netopia. This should be a real fight.

A contest for free food? Lan is *soooo* there. But before he can get out of the Coliseum, an old man knows just what buttons to push to goad Lan into a NetBattle.

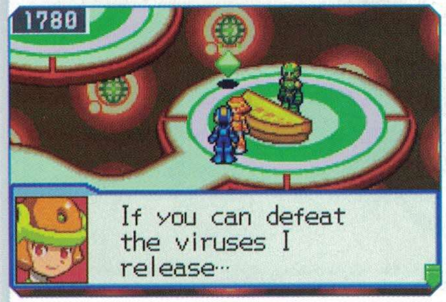
Opponent: NormlNavi

Operator: Old Man

Element

It's a NormlNavi V1, nothing you haven't faced and vanquished before. He's got a Fanfare and Wind Chip to back him up, but there is no real threat here.

Despite MegaMan's win, the old man continues to berate Lan. He says "Gresply Nekrom" at him, which doesn't seem to have the same effect as saying "*ni!*" Whatever. Time to check out that contest by the Netopia Area NetDealer!

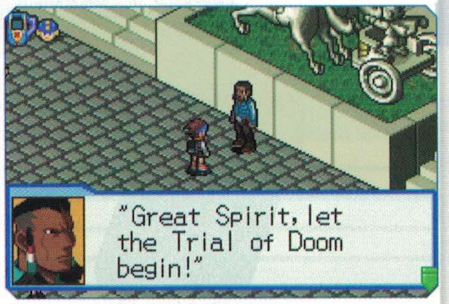


If you can defeat the viruses I release…

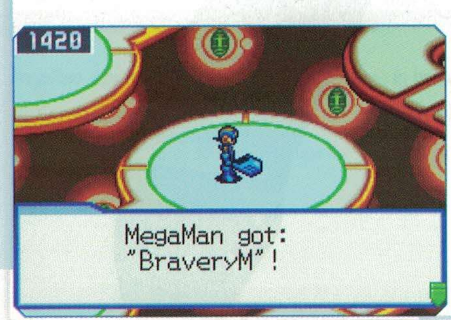
Talk to the orange Navi-girl in front of the NetDealer to get this party started. A pair of Molokos and a MolokoEX Virus are your obstacles. Remember that you have to shear their coats off to actually damage them!

Score! Netopian bread! However, MegaMan suddenly doesn't feel well at all; his HP starts dropping! Lan yanks Mega from the net to preserve his HP. You need to find someone who can help!

Take Coliseum Avenue, where Raoul is hanging out. He recognizes what's going on; "Gresply Nekrom" is a curse! The only way to lift it is by finding the CursDoll that's causing the affliction. However, it's behind a locked gate, and the only way to open that is by finding four "marks" scattered across Netopia and Yumland's nets. Joy.



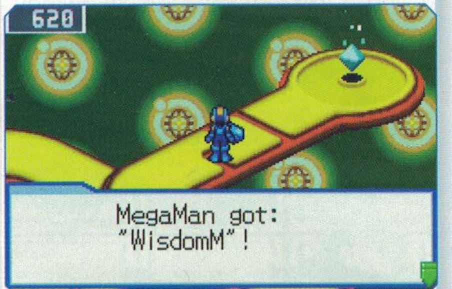
"Great Spirit, let the Trial of Doom begin!"



MegaMan got: "BraveryM"!

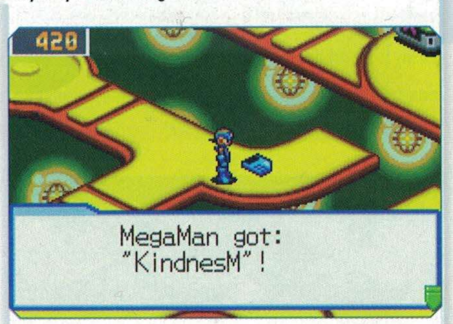
Make sure you have plenty of healing SubChips before you Jack In to the net. A SneakRun to avoid combat won't hurt either because Mega's HP drops *fast*. The **BraveryM** is up at the top of the stairs in the Netopia Area that leads towards Sharo Area.

The **StrngthM** is just past the HeelNavi on the right side of the Area. Head for Yumland now, where the other two Marks are. If your HP is really low, Jack Out, then go back in to restore HP.



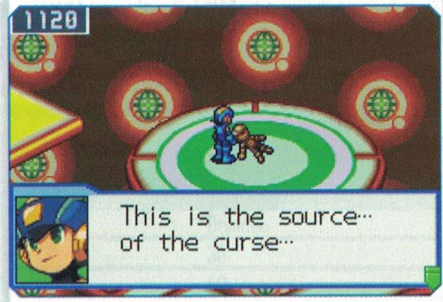
MegaMan got: "WisdomM"!

Unfortunately, the two Marks are way on the other side of the map. Follow the green road to the center area, and take the branch that leads to where the Blue Mystery Data is to get the **WisdomM**.



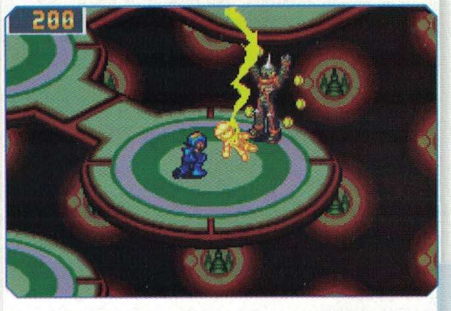
MegaMan got: "KindnesM"!

From there, return to the green road and take the next branch-off to he left. The **KindnesM** is at the back of the dead end. Jack Out to restore your HP, then go right back in.



This is the source… of the curse…

The locked gate is up and to the left of the HeelNavi. Open up the gate with the four marks, and grab the **CursDoll** behind it.



ThunderMan is waiting near the Netopia/Yumland link. Mega forks over the CursDoll, and Raoul begins the spell that lifts the curse. Zap! Mega's fit as a fiddle once again, and ready for his fight with ThunderMan. Coliseum time!

OPPONENT: THUNDERMAN.EXE

Operator: Raoul

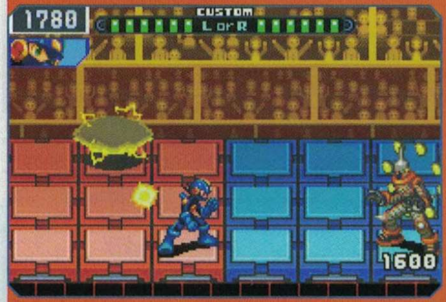
⚡ **Element**

Like many of the other returning Navis, ThunderMan's attacks have changed considerably from Lan's first encounter with them. This time around, ThunderMan is far more mobile, and much more aggressive. He's weak to Wood-Element attacks, so pack in as many Boomers and SidBmbo Chips as you can.

Level	HP
V1	800
V2	1200
V3	1600
SP	2000

STORMCLOUD THUNDER

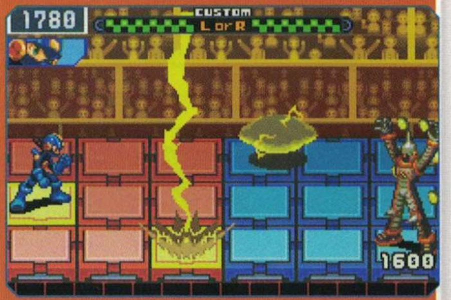
Level	Damage
V1	20
V2	40
V3	60
SP	80



This annoying little thundercloud circles the area, and unleashes Thunder Balls whenever it's level with MegaMan. Like the Billy Viruses' version of the attack, it's a stunning move that leaves Mega vulnerable to other attacks. Poor timing can get you hit multiple times in short order.

THUNDER BOLT

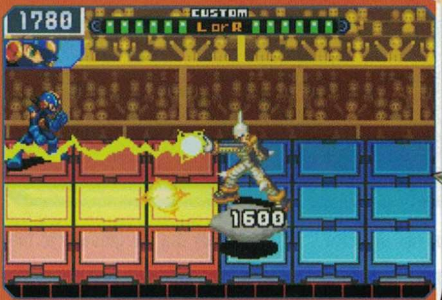
Level	Damage
V1	50
V2	100
V3	150
SP	200



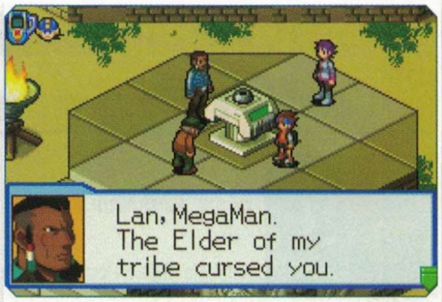
Raising his arms into the air, ThunderMan calls down lightning strikes into the Panel MegaMan's standing on. Keep moving to avoid taking damage, but keep an eye out for the cloud.

ELEC BEAM

Level	Damage
V1	50
V2	100
V3	150
SP	200

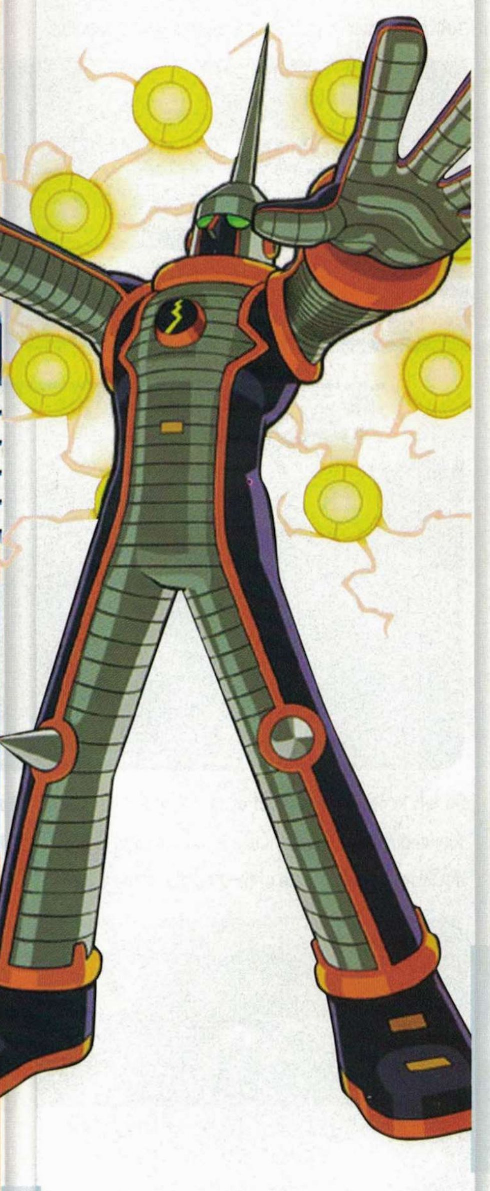


This attack is a straightforward electrical charge that strikes across an entire row. It lasts a little while, so you have even less room to dodge.

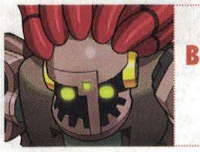


Lan, MegaMan.
The Elder of my
tribe cursed you.

ThunderMan is down, Lan wins yet again, and Raoul reveals that his own tribe leader was the one who cursed MegaMan. He apologizes profusely. It seems the old man forgot some old, important lessons he taught Raoul about fighting with honor. With ThunderMan's defeat, Lan and Mega gain the power of the **Thunder Soul**!

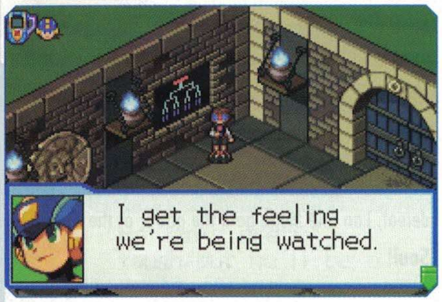


Blue Moon Tournament Part 3.31: Moving Parts



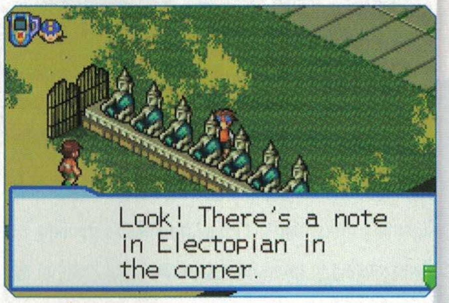
Boss: JunkMan.EXE

There's not much info on JunkMan, not even who his operator is. Before Lan and Mega can discuss their opponent further, an Official notes that there's a lot of trash data clogging up Yumland Area. Coincidence?

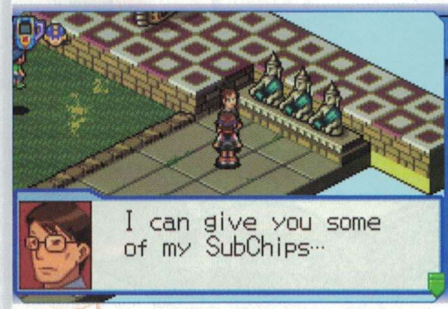


I get the feeling we're being watched.

Yumland is now open on your world map, so take the plane. Lots of statues adorn the ears, so check the backs of the small ones for another **Battle Chip Challenge Navi Code**. Head into the back area of Yumland, where a large reclining Buddha statue rests. On the right is a SubChip Dealer in case you're running low on supplies.



Look! There's a note in Electopian in the corner.

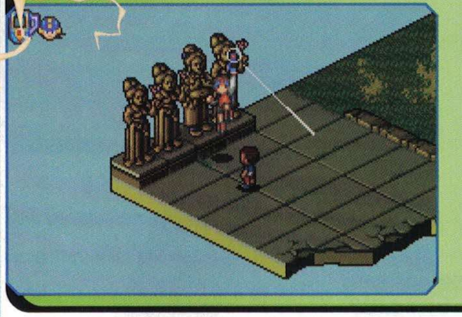


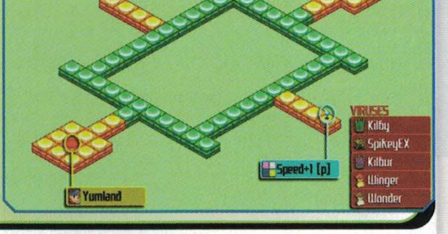
I can give you some of my SubChips…

YUMLAND SUBCHIP DEALER

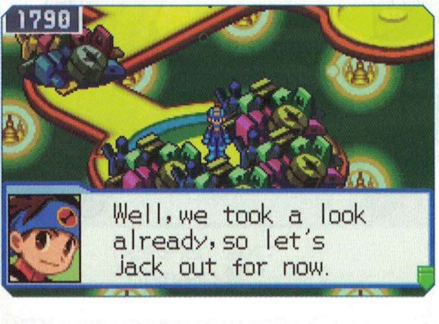
Item	Cost
SneakRun	200Z
Unlocker	4000Z

BUDDHA STATUE



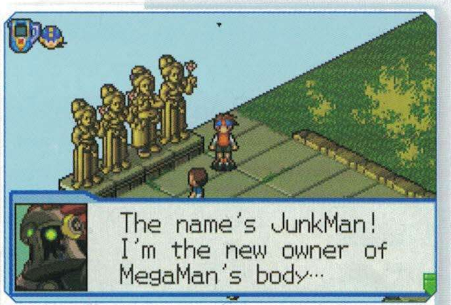


Go left to reach the quartet of standing Buddha statues. Yep, you can Jack In to them; they are the gateway to the Yumland Area! A Security Cube is in your path, though. All it takes to open that up is a 6000Z donation, payable to the HeelNavi on the left side of the Buddha statue Cyberworld, and you have a **YumlandC**.



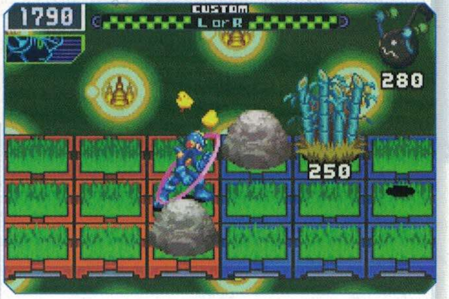
Well, we took a look already, so let's jack out for now.

There are piles of trash data not far from the link to the Statue. Talk to the Official Navi, who gives you the **TrashKey** to the gate right in front of you. Junk data is falling heavily in the processing area, and MegaMan ends up nearly crushed beneath a huge pile of it. He claims to be fine, but something's not quite right. Among other things, he actually suggests **withdrawing from the tournament**. Once you have control of Lan, keep talking to MegaMan with the L button.



The name's JunkMan! I'm the new owner of MegaMan's body…

Lan grills Mega on his last math test. Gotcha! It's JunkMan, who's taken control of MegaMan's body and left his ID chip in the scrap pile. Jack back into the statues and head for the scrap yard!



JunkMan doesn't have enough control of MegaMan's body to stop Lan from sending him back to the junkyard, but he can make it a difficult trek. MegaMan starts all of his fights confused, and his controls are backwards. Consider using a SneakRun SubChip to avoid combat. However, as JunkMan involuntarily breaks the junk piles blocking the path to the dumping ground, Viruses pop out that force you to fight.

JUNK PILE BATTLES

Battle 1	LarkEX, BoomerEX
Battle 2	LarkEX, WallaEX
Battle 3	MagTectEX, LarkEX
Battle 4	ShrimpyEX, LarkEX
Battle 5	MelodyEX, LarkEX

Once you reach the main junk pile, JunkMan relents and gives up MegaMan's body. He was born of the garbage, alone. MegaMan actually feels sorry for him, and the two decide to see if there's some way to help JunkMan through his rage.

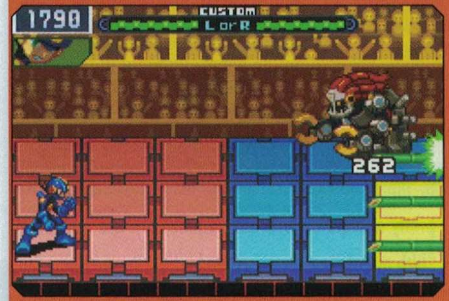
MegaMan says he saw a large reclining person in JunkMan's memory. They don't get much larger than the reclining Buddha. Talk to the old man in front of the statue, then head to the first area of Yumland. Talk to the woman towards the back for permission to Jack In to the statue. Move to the reclining Buddha's head and Jack In.

Talk to the Program inside the Buddha to get the **KindData**, which should help teach JunkMan kindness. But does he actually need it? Whether he does or not, go to the Coliseum for your match.

OPPONENT: JUNKMAN.EXE

Operator

Element

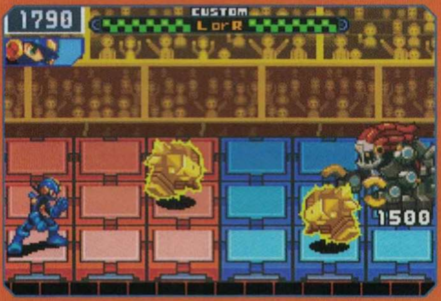


JunkMan stays in the back of the field, and his projectiles act as barriers. As such, any attack that hits the back row automatically is good, like Lance, the higher-level Boomer Chips, or higher-powered lobs like EnergBomb. He tends to take short breaks between attacks, and this gives you a perfect chance to strike.

Level	HP
V1	800
V2	1100
V3	1500
SP	1800

JUNK CUBE

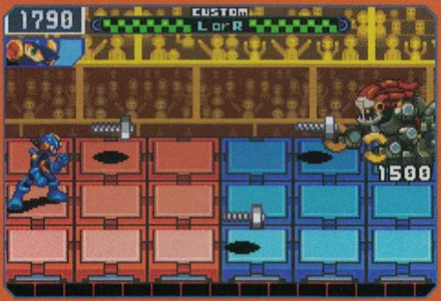
Level	Damage
V1	40
V2	80
V3	120
SP	200



JunkMan flings compressed trash data across the field in random rows. The junk flies at different speeds, making dodging a little more difficult.

BOLT MISSILE

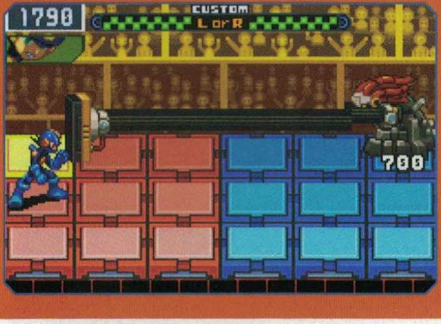
Level	Damage
V1	40
V2	80
V3	120
SP	200



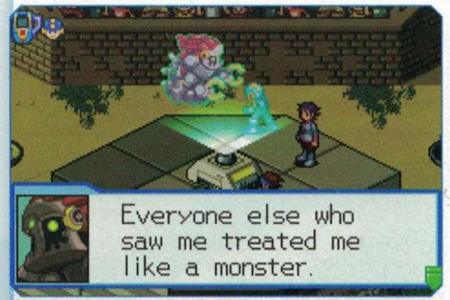
This attack is similar to the Junk Cube, but this projectile attack is pointed at the row that MegaMan is currently in. It's easy enough to dodge, but be careful if there's still some slow-moving Junk Cubes on screen.

JUNK PRESS

Level	Damage
V1	60
V2	120
V3	180
SP	300

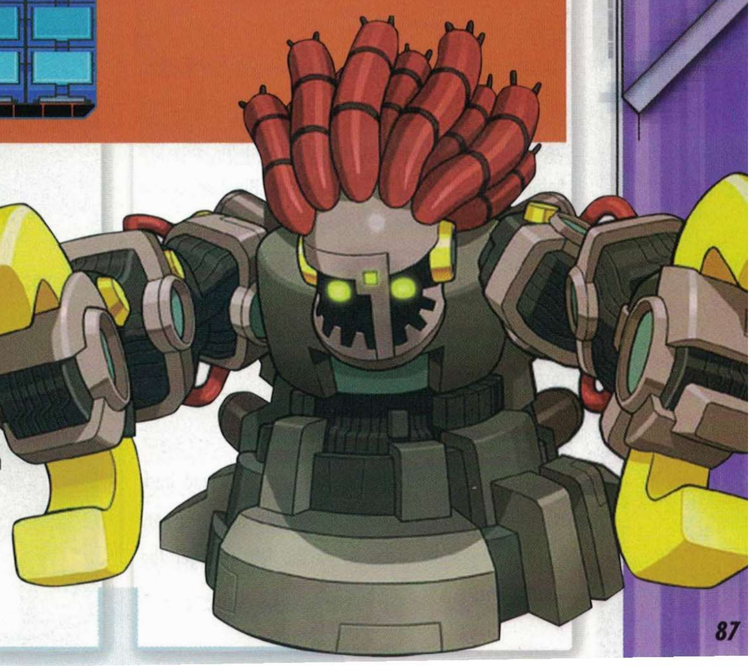


This crushing punch attack reaches across the entire row with great speed. Thankfully, he only uses this move when his HP dips below half.



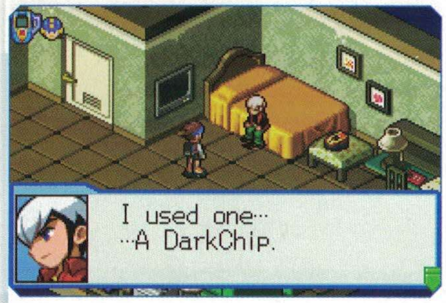
Everyone else who saw me treated me like a monster.

JunkMan wants MegaMan to finish him, but Mega refuses. Mega's kindness finally breaks JunkMan's rage, and he admits he craves kindness. He self-destructs, and his epiphany opens up the **Junk Soul** style within MegaMan. It looks like there are still traces of JunkMan data left.



blue moon tournament
part 3.b2: slow down blues

Boss: ProtoMan.EXE

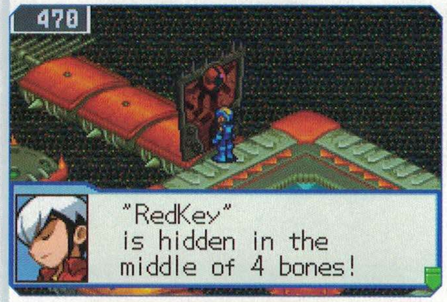


I used one…
…A DarkChip.

Yep, Lan, it's Chaud you're up against! Lan overhears some Officials discussing a DarkSoul-possessed Navi owned by "Electopia's best." Combined with a very terse phone call from Chaud, things are looking grim. Go to the hotel to continue the story.

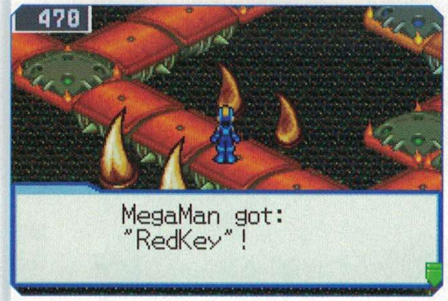
CHAUD YOU FOOL. He used a DarkChip, and now ProtoMan's gone loopy. He has also become very powerful, breaking the sleep program Chaud locked him in and Jacking into the 'net by himself! Go find him! The Nebula Syndicate is on to your actions, so get ready for some intense battles. Go into Sharo net via NetFrica's net, which leads into the Undernet itself.

You must have the C-Slider in order to access the Undernet. If you haven't done so already, read Chapter 4-1 "Getaway" for the steps to acquire the C-Slider.



"RedKey"
is hidden in the
middle of 4 bones!

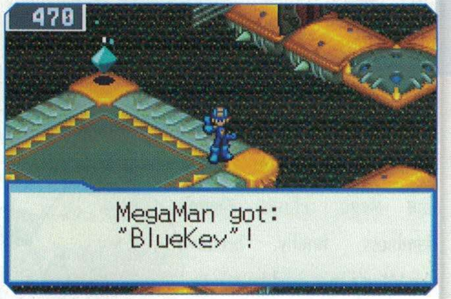
Chaud gets a direct line to MegaMan, so you can call on Chaud anytime for advice rather than Lan. Head to the right, and over an invisible path, to reach a **Snake M Chip** inside a locked Mystery Data gem. There is also a NetDealer there. To reach Undernet 2 however, go the complete opposite direction, back and to the left, then down to the warp gate that is right next to the entrance.



MegaMan got:
"RedKey"!

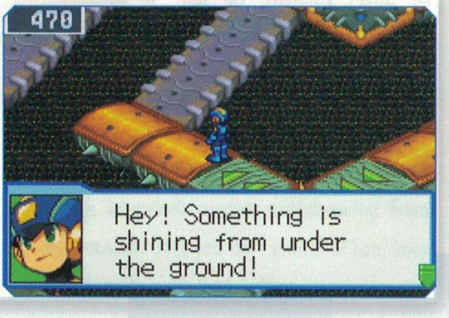
There's a big red door blocking the path into Undernet 2. Chaud notes that the "RedKey" needed to unlock it is by "4 bones." Backtrack just a little bit to the four fangs around the path; there's your **RedKey**.

In Undernet 2, head to the far right, then up. There's a **SpeedMAX Customizer Program** on the way just before the big door. This one needs a "BlueKey" and a "GreenKey". Make your way back to the first conveyor and take the left path up to the square. There's an intensely useful **ExpMem** for your Navi Customizer in the Blue Mystery Data there, plus the **BlueKey** in the corner.

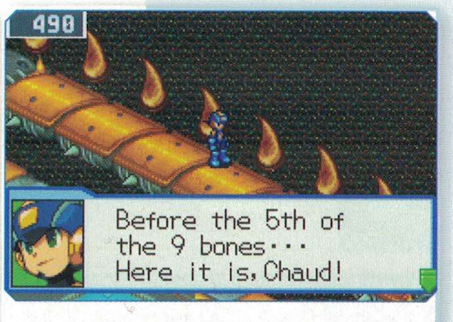


MegaMan got:
"BlueKey"!

The GreenKey's location is near stairs and a conveyor. That doesn't narrow it down a whole lot. Head back towards the gate, but side-trip to where two conveyors lay close together. Now, jet to the left and get the **GreenKey**.

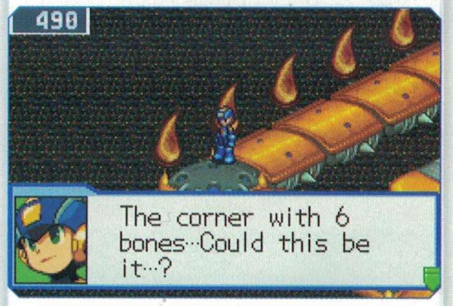


Hey! Something is
shining from under
the ground!



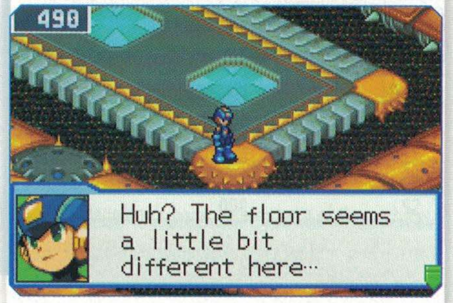
Before the 5th of
the 9 bones…
Here it is, Chaud!

Undernet 3 has a lot of warp gates. Move to the center gate, but bypass it for now, and head the to leftmost corner to get an **HPMemory**. Now, take the warp gate in the dead center. The path to the gate is actually pretty straightforward and requires *three* keys. The "fifth out of nine bones" is the hint for the first Key. You have to backtrack quite a long ways, all the way to the far right of the area, and check the center of the line of bones for the **YelowKey**.



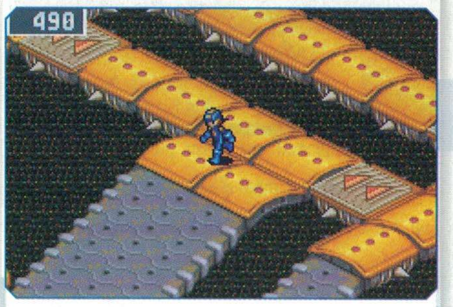
The corner with 6
bones…Could this be
it…?

"The corner with six bones" is where the second Key is, but there are three different areas with six bones. Head to the opposite end of Undernet 3, where the other warp gate is. The leftmost corner has the **WhiteKey** you need.

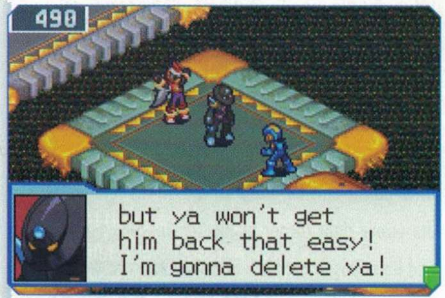


Huh? The floor seems
a little bit
different here…

Once again, the clue you get for the next key could mean more than one spot. Two warps in one area? Thankfully, you pass right through it on the way back to the gate! If you search as you go the **BlackKey** is yours.



In Undernet 6, you can head all the way down to find a Program Dealer and an **Attack+1 Program Block** hidden by the big stairs, but your real destination is down the stairs near the conveyors, not too far from the entrance. There's a HeelNavi blocking the path to Undernet 5, and he has to go. He only has 100 HP, but he also has an AreaGrab Chip and a pair of VolGearEXs backing him up. Clear him out, and you're almost there!



but ya won't get
him back that easy!
I'm gonna delete ya!

Yep, you're there, and the Black HeelNavi is ready for you with a mob of Viruses. It's another marathon battle, so have your best stuff ready!

VIRUS MOB BATTLES

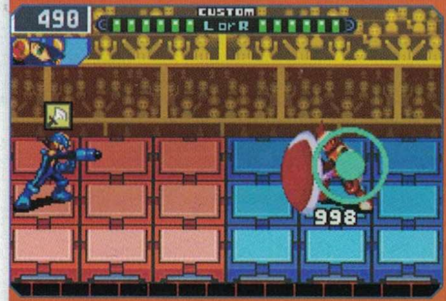
Battle 1	MettaurEX x3
Battle 2	LarkEX x2
Battle 3	MelodyEX x2
Battle 4	MolokoEX x2
Battle 5	MettaurEX x2, VacuumFan

With Chaud operating MegaMan, the pair is able to subdue ProtoMan and subdue the DarkSoul within him. You'd think this experience would bring Lan and Chaud closer together, and maybe it does, but you wouldn't know it to hear them bash each other. Time for them to settle this as they always have. To the Coliseum!

OPPONENT: PROTOMAN.EXE

Operator: Chaud

Element



Up close and personal is ProtoMan's style, frequently warping into MegaMan's side of the field to swipe at him with his sword. He's also quick on the shield, blocking your projectile attacks. The best time to hit him is in the middle of his attacks, simply because of his Proto Shield.

Level	HP
V1	1000
V2	1300
V3	1600
SP	1800

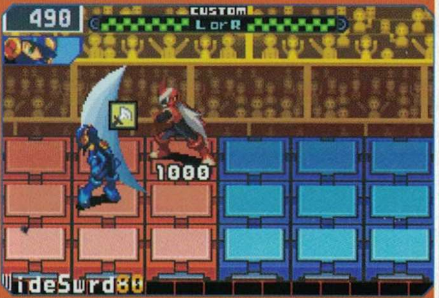
BLADE CROSS

Level	Damage
V1	80
V2	160
V3	200
SP	300

ProtoMan leaps into Megaman's side of the field and slashes not only the Panel in front of him, but each diagonally connected Panel as well. Simply sidestep and counterattack. Thankfully, he doesn't use this very often at all.

WIDE SWORD

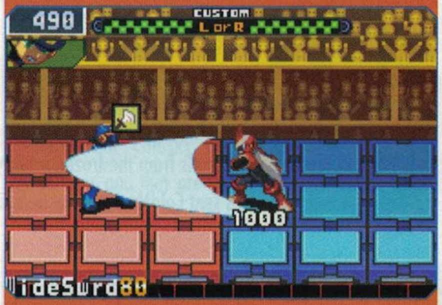
Level	Damage
V1	40
V2	80
V3	120
SP	200



Proto once again bounds into MegaMan's side of the field, and slashes with a Wide Sword strike. He typically doesn't leave you a lot of room to run, but there's enough of a delay to give you a chance to dodge.

FIGHTER SWORD

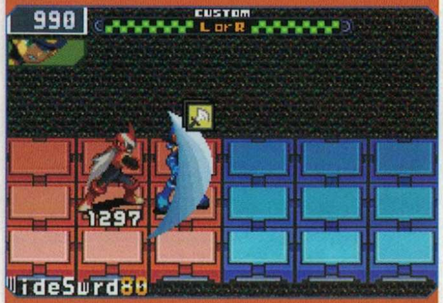
Level	Damage
V1	40
V2	80
V3	120
SP	200



This 3-Panel-long sword strike can hit you even in the back row. Nothing real fancy, you've faced this attack with HeelNavis. Slip to the side and counter. Use AreaGrab to give you a safe column from this attack.

SLASH BEHIND

Level	Damage
V1	N/A
V2	80
V3	120
SP	200



ProtoMan doesn't use this attack until you face a higher-level version. A highly annoying move, this is actually a counterattack, vanishing into shadow when you attack him too soon, and appearing behind to slice you with a Wide Sword slice.

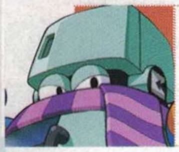
DELTA RAY EDGE

Level	Damage
V1	N/A
V2	N/A
V3	200
SP	300

ProtoMan's ultimate move, this vicious three-slash dash-attack lays down heavy damage. Thankfully, only the higher-level versions use this devastating attack.

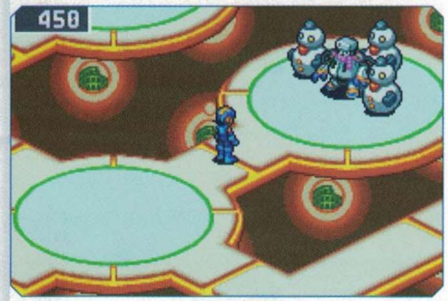
Lan wins over Chaud, again. Despite the trash talking between their operators, Mega's respect for ProtoMan's skills is all the stronger. So much that MegaMan gains the **Proto Soul**, lending Proto's sword fighting skills to Mega.

red sun/blue moon tournaments part 4.1: through being cool.



Boss: ColdMan.EXE

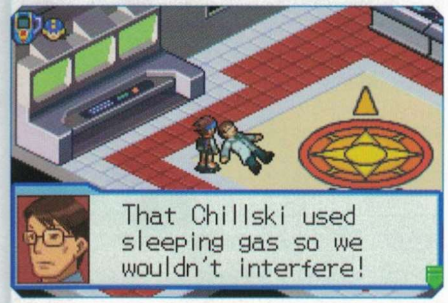
ColdMan's operator Chillsky hails from the frozen country of Sharo, and he doesn't like the heat of Netopia at all. He dislikes it so much that he's sent ColdMan into the Netopia net to drop the Coliseum's AC down low. Real low.



Jack In to the bust in the hotel room, and make your way to Netopia Area. Go left up the stairs to find ColdMan. He gives up without a fight, but not before mentioning something about "natural cold."

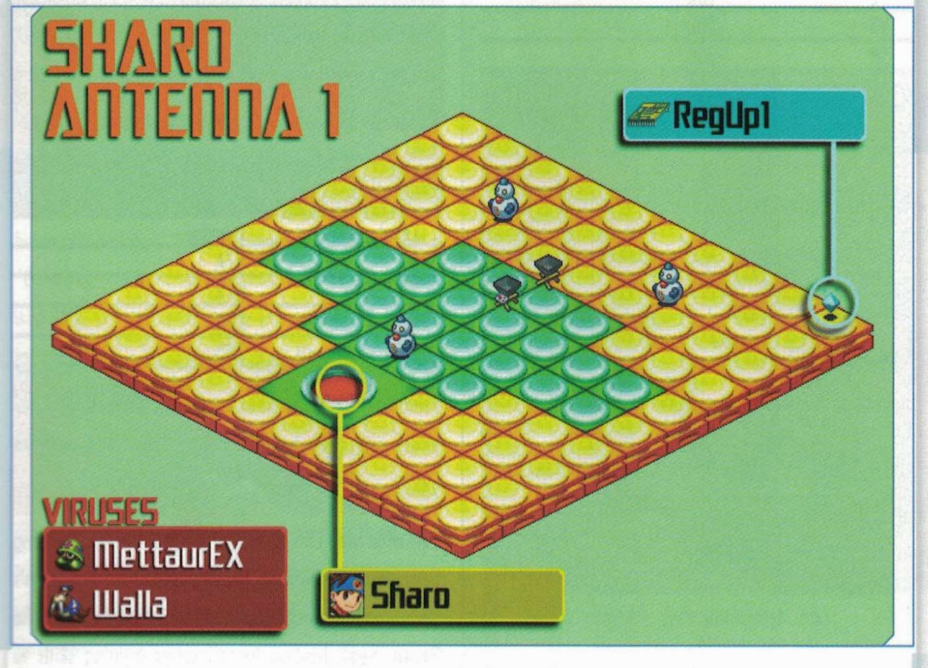
As soon as Lan steps outside, his keen observational skills notice that there's a blizzard going on! Chillsky, you nut. An email weather bulletin notes the Sharo Space Center is the possible culprit. Sharo's now on your world map, go get moving.

> See "Where Your Eyes Don't Go" (Vs. SearchMan) for maps and information on the Sharo Space Center's Jack-In points.



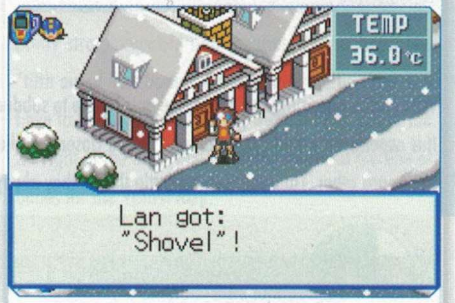
That Chillski used
sleeping gas so we
wouldn't interfere!

Make your way to the Sharo Space Center. Chillsky's busted into the place, and has set the cold on Netopia from here. The four antennas outside are infected with Cyber-Snowmen chock full of Viruses. Simply deleting those isn't enough. You need to plug in the proper Fire-Type Chip from your pack into each one, and all under a time limit!



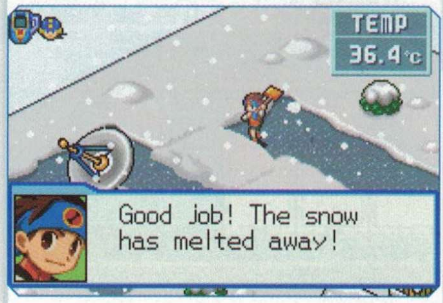
> Each of the four antennas needs a different Chip to light their internal torches. Make sure that your pack has a HeatShot C, FlmLine F, HeatBlze K, and a BlakBomb Z before you take on each antenna. Chips in Folders cannot be used to light the torches.

Once Lan is outside, keep an eye on his temperature in the upper-right corner of the screen. Stay out too long and he needs to get back into the Center to warm up.



Lan got:
"Shovel"!

The paths to the antennas are snowed in; check one of the snow banks first. Surely someone here has a shovel, right? Knock on the door of the leftmost house to get a **Shovel** to clear the path. Return to the Center to warm up, then its time to get shoveling.



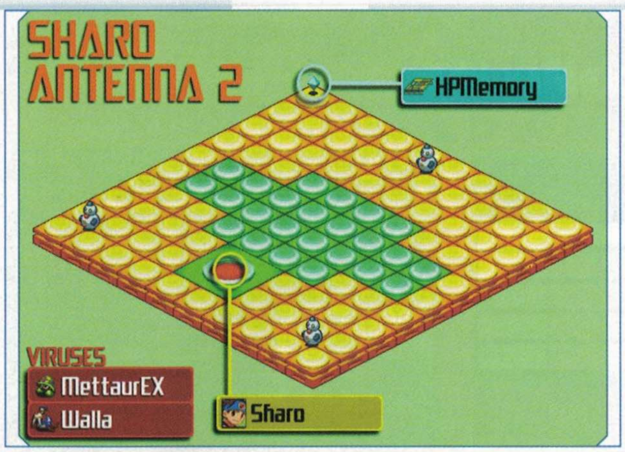
Good job! The snow
has melted away!

Once outside, head to the left for the closest of the antennas. Examine the snow bank blocking the path and start shoveling away. Tap B rapidly to get the snow cleared fast, then Jack In quickly.

Aside from a **RegUp1** in the right corner, the first Antenna has three Cyber-Snowmen inside that need to be cleaned out. Once you've cleaned them up, light the torch with a spare FireShot C Chip.

ANTENNA 1 SNOWMAN BATTLES

Center	MettaurEX x2
Top Right	MettaurEX, BoomerEX
Top Left	MettaurEX x3


SHARO ANTENNA 2
HPMemory
VIRUSES
MettaurEX
Walla
Sharo

Always return to the Center to warm up between Antennas. Head back to the houses where you got the Shovel, and tackle the Antenna just below them. You need a FlmLine1 F Chip to light the torches here. Once they're lit, be sure to grab the **HPMemory** in the top corner.

What's the idea
meddling in
our business!!

With the four Antennas fixed, the blizzard subsides, and Lan goes from freezing to not freezing quite so bad. ColdMan and Chillsky don't take kindly to your interference, and they are ready to put you into a deep-freeze in the Tournament. Head to the still-snowy Netopia and enter the Coliseum.

ANTENNA 2 SNOWMAN BATTLES

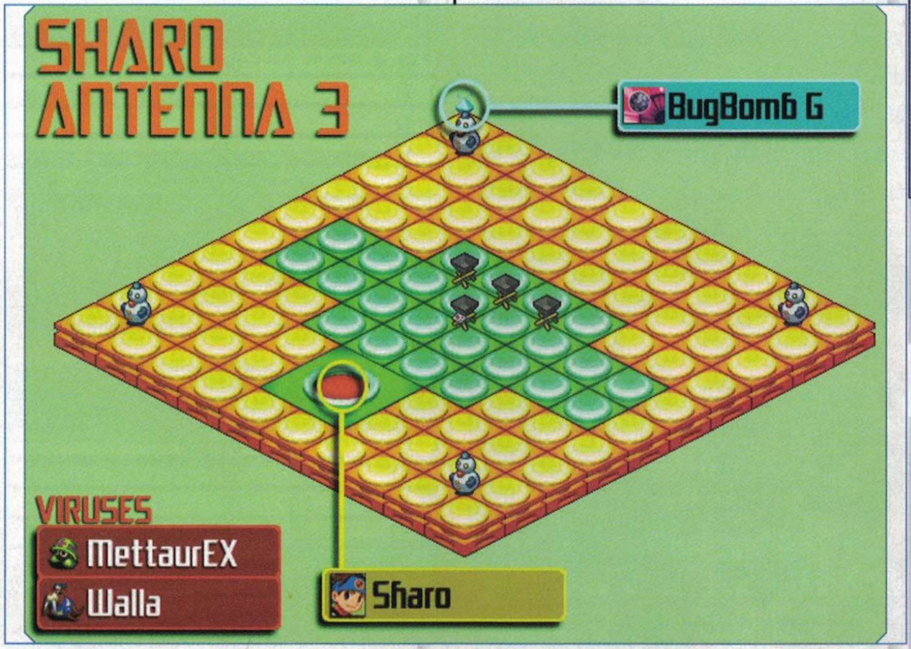
Bottom Right	MettaurEX x3
Top Center	MettaurEX, BoomerEX
Bottom Left	MettaurEX x2

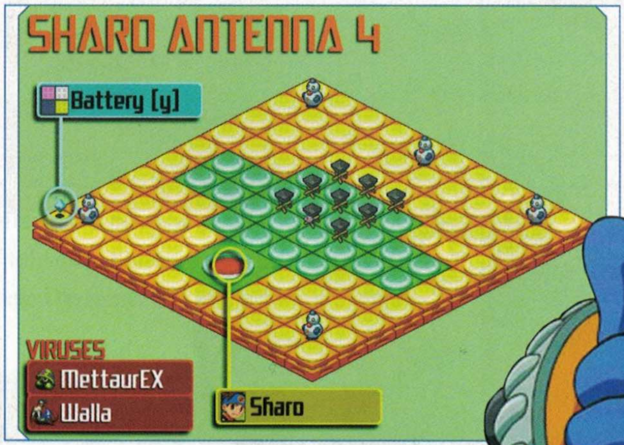
The lower-right Antenna is next. There are four Cyber-Snowmen inside, plus a **BugBomb G Battle Chip**. Use a HeatBrth K Chip to light the torches, and you're down to one!

ANTENNA 3 SNOWMAN BATTLES

Bottom Left	MettaurEX x2
Top Left	Mettaur EX, BoomerEX
Top Right	MettaurEX, Walla
Bottom Right	MettaurEX x3

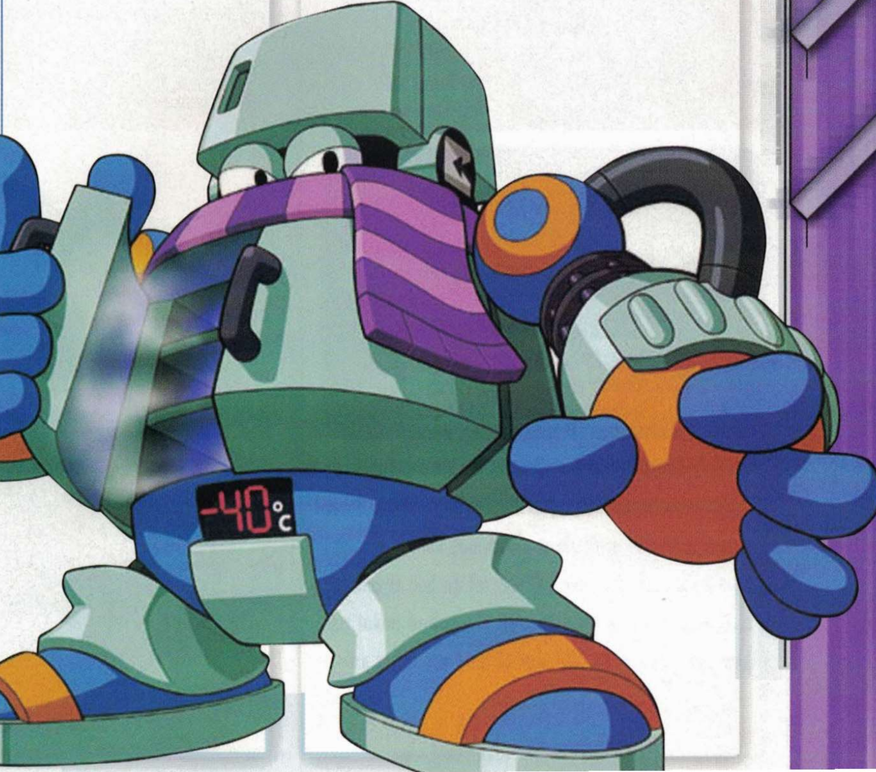
The final Antenna awaits, with five Snowmen to take down. Light the torches with the BlkBomb K Chip, and take a **Battery Customizer Program** for yourself.


SHARO ANTENNA 3
BugBomb G
VIRUSES
MettaurEX
Walla
Sharo


SHARO ANTENNA 4
Battery [y]
VIRUSES
MettaurEX
Walla
Sharo

ANTENNA 4 SNOWMAN BATTLES

Bottom Left	MettaurEX x2
Top Left	MettaurEX, BoomerEX
Top Center	Walla, BoomerEX
Top Right	MettaurEX, Walla



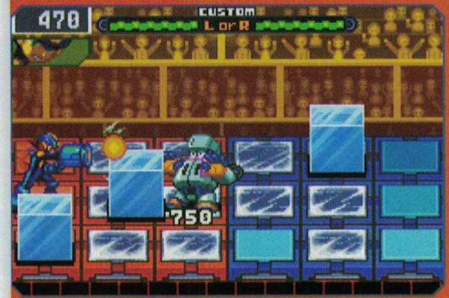
Opponent: ColdMan.EXE

Operator: Chillsky

Element

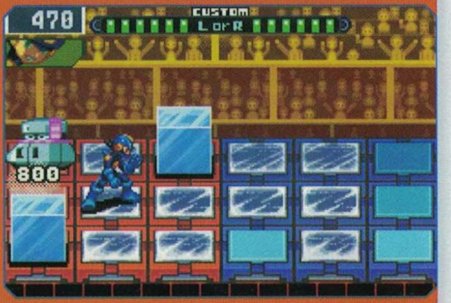
Level	HP
V1	800
V2	1200
V3	1500
SP	1900

IceMan prefers to stay in the back row, making your up-close Chips useless unless you have AreaGrabs. As an Aqua-Element Navi, ColdMan is vulnerable to Elec attacks, so pack in MagBolts and Thunder Chips, or use the Thunder Soul. However, you have another option as well; since he loves to use Ice Cubes in combat, you can take advantage of this with AirShot Chips, or the Guts, Wind, and Junk Soul styles. Fling ColdMan's own weapons back at him!



ICEBERG PRESS

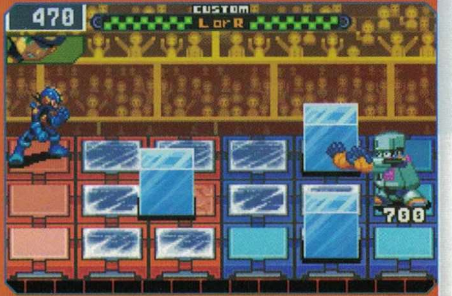
Level	Damage
V1	50
V2	100
V3	150
SP	200



ColdMan leaps high into the air and comes crashing down, cracking the Panel he lands on. This is a simple move that's easily dodged, unless you are trapped.

ICE SHOT

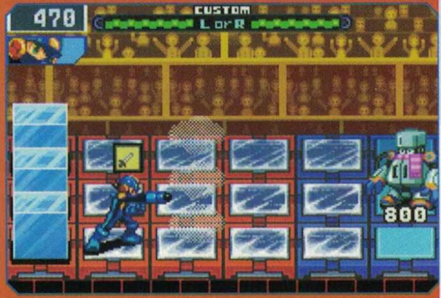
Level	Damage
V1	50
V2	100
V3	150
SP	200



ColdMan creates several large Ice Cubes in the field, forming obstacles. He really uses these as weapons, pushing them into MegaMan. He can even warp into Mega's side of the field to get at an Ice Cube.

WHITE BREATH

Level	Damage
V1	30
V2	80
V3	100
SP	150

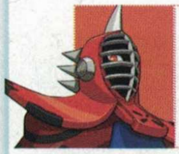


Opening his doors, ColdMan releases three clouds of freezing mist that slowly travel left. While they do change direction to get around obstacles, they do not home in on Mega, so stepping behind an obstacle can get you past them. The clouds have 10 HP (multiplied by ColdMan's level), so keep your Buster charged to blow them away without wasting Chips.

You're under arrest
for hijacking the
weather satellite!!

Not only does Chillsky lose the match, but the Officials come to take him away for his crimes. Hope you like NetFrica, husky. BURN!

red sun/blue moon tournaments part 4.2: beat on the brat



Boss: KendoMan.EXE

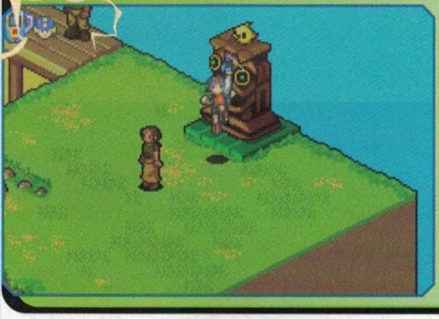
The people of NetFrica really took a liking to me.

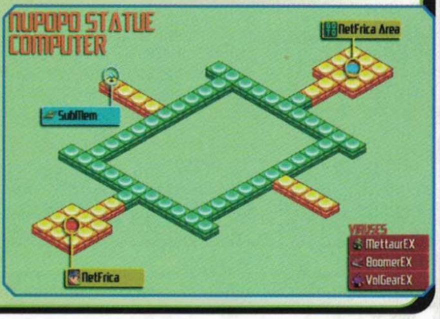
NetFrica is now open on your world map, so take a trip. Talk to the ostrich to return to the world map, but do some exploring. There is a lot to see here. First, check the center yurt to net a **RegUp1**. Talk to the man wandering in front of the yurts; he's the youth group leader Mr. Famous told you about. KendoMan won't appear if you don't talk to him, so make sure you say hi!

Kendo is an Electopian sword fighting style, yet KendoMan is NetFrica's representative What's the deal? Well, it's Mr. Famous' deal! While traveling the globe, he ended up entering the contest during his stay in NetFrica. Mr. Famous has always been a tough opponent, so you're in for a fight! Get some advance info on Famous' new Navi by going to NetFrica!

Something's fallen in the entrance···

NUPOPO STATUE





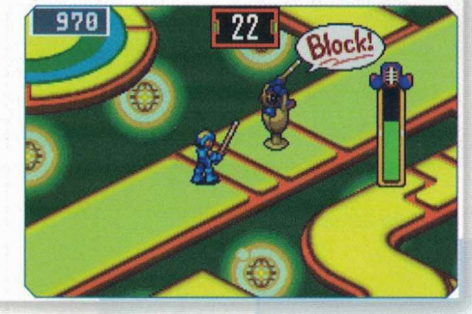
The statue of the village guardian Nupopo leads to the NetFrica net. However, you can't get the **NetFricC** to unlock the Security Cube without passing a test.

NETFRICA TEST BATTLES

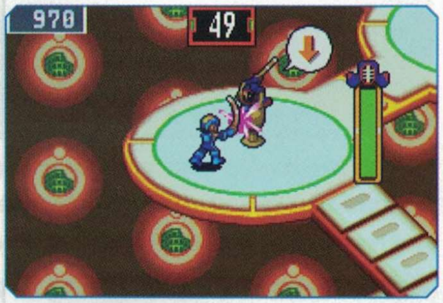
Battle 1	MagTect x2, BoomerEX
Battle 2	Walla, BoomerEX
Battle 3	LarkEX, ShrimpyEX, BoomerEX

With P-Code in hand, enter NetFrica Area. Head back towards Netopia Area; KendoMan's just around the corner. He is *strict*, and he is quite adamant about training, giving MegaMan a **CybrSwrd** to use, and points you towards three Kendo training machines. He won't hear a word from you until you get a License from each one.

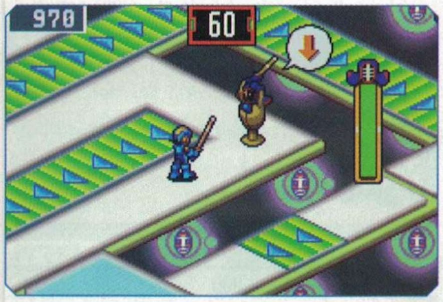
I haven't seen you around. Did you finish your training?



Yumland has the first trainer. Follow its directions, striking it where it tells you to, and blocking its blows when it screams "BLOCK!" Failing to block loses valuable seconds. Beat it into submission within 50 seconds, and you win the **License1** that lets you take on the trainer in Netopia Area.



The Netopia Trainer is up the staircase. Same as before, 50 seconds, follow its instructions, and beat it savagely for the **License2**. Be careful when blocking, if you block too soon MegaMan will stop blocking before the trainer actually strikes.



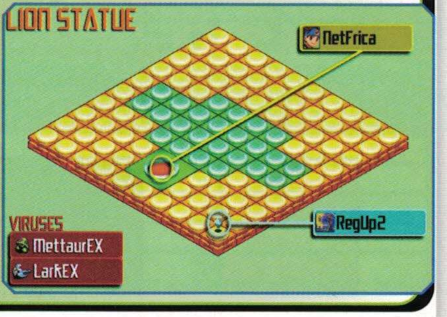
The final trainer is right next to the Sharo Area entrance from Netopia, nice and easy. This time you have 60 seconds, but the trainer is quicker and tougher. Once you have the **License3**, return to KendoMan.

Kendo simmers down once MegaMan shows him the licenses. Seems he just gets all fired up when training young Navis. Return to Netopia and the Coliseum.

If only he didn't have those hostages!

Mr. Famous hasn't shown up for the match? Something *has* to be wrong. Lan asks for some extra time to go find him. When you return to NetFrica it turns out that Famous is tied up for dealing with a former pupil who has taken hostages! He's controlling the lions with a device inside the Lion Statue. Stick to the far edge, and Jack In!

LION STATUE



Inside the Lion Statue, four transmitters have been set up. Naturally, they're rigged with Viruses. Take them down to save everyone from being eaten to death. Start from the bottom-right and move counterclockwise. The battles here are on Ice Panels, so pack in some Elec Chips for double damage.

LION STATUE TRANMITTER BATTLES

Battle 1	MelodyEX, SpikeyEX, ShrimpyEX
Battle 2	MagTectEX, KilbyEX, WallaEX
Battle 3	LarkEX, VolGearEX
Battle 4	MettaurEX, BillyEX, BoomerEX

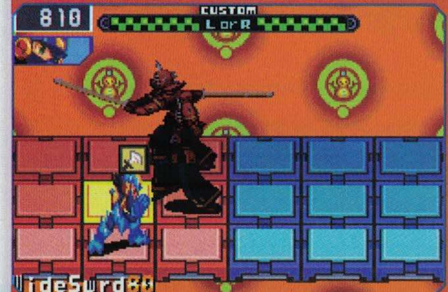
One savage beating of a former pupil later, Lan and Famous make their way back to the Coliseum. The match is on!

OPPONENT: KENDOMAN.EXE

Operator: Mr. Famous

Element

Level	HP
V1	800
V2	1200
V3	1600
SP	2000



KendoMan relies on close-range fighting, and has no projectile moves. This gives you something of an advantage. Sticking to the back row and nailing him with projectiles during his rushing attacks is a simple but effective strategy. Stun him with Counters, then move in for the kill.

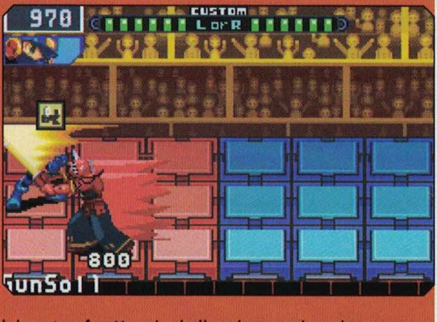
TRAINING

Level	Damage
V1	20
V2	30
V3	40
SP	50

KendoMan's Training move is a real pain, warping in to strike you from front and behind. To counter this, simply sidestep up and down to dodge. You have a brief moment to move before the sword strike.

MEN

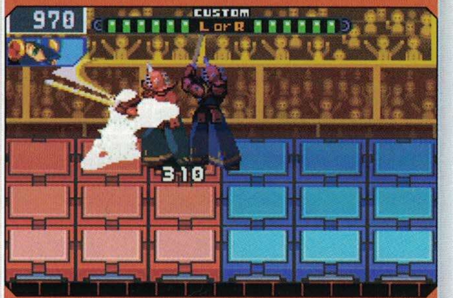
Level	Damage
V1	40
V2	80
V3	120
SP	200



Men is the head protective gear in Kendo, meaning Kendo's going for Mega's skull with a quick rushing move. KendoMan is especially vulnerable to Counter Hits while performing the Men move, so hit him with a Chip and use the Full Synchro to pile on the damage.

KOTEH

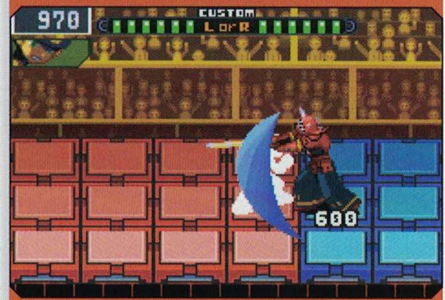
Level	Damage
V1	20
V2	40
V3	60
SP	100



Koteh is the Kendo glove; meaning Kendo is attacking your hands. He steps into MegaMan's area and attacks as soon as MegaMan does, trading a little damage and occasionally dodging Mega's attacks. Thankfully, he doesn't use this move often.

DOU

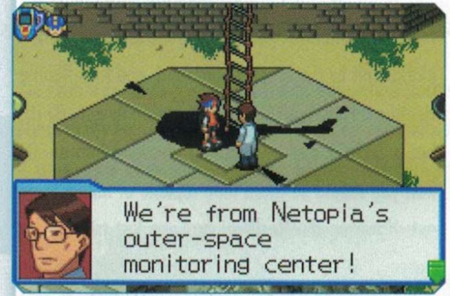
Level	Damage
V1	40
V2	80
V3	120
SP	200



Dou is the Kendo chest protector, meaning Kendo's going for a body attack. A simple sword-swipe if you're too close to him. Stay towards the back and you can avoid this move easy.

red sun/blue moon tournament part 5: interstellar harddrive

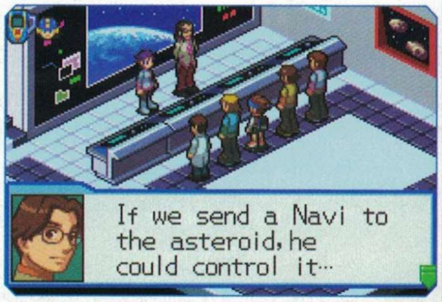
Boss: Laserman



We're from Netopia's outer-space monitoring center!

Lan and MegaMan are now officially the "Best NetBattlers in the World". Sure, they've saved the world four times already, but they didn't get a *trophy*! And with the title comes a new job. Saving the world from complete and utter annihilation. Lan earns a helicopter ride to NAXA!

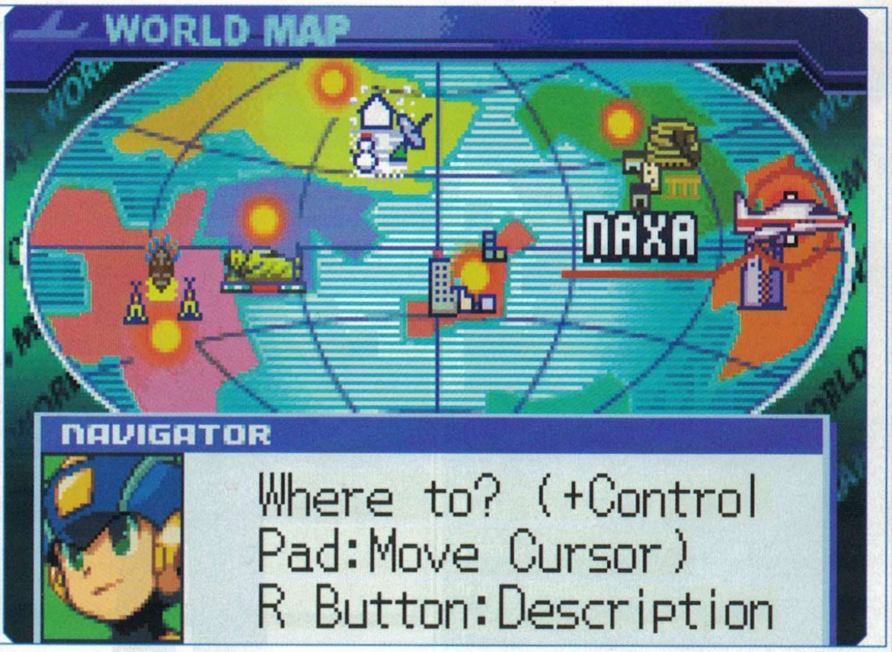
Check your email for a **Banner Link** from the Netopia Hotel HP to Lan's, then step inside. NAXA sure has a nice lobby. Check out the space suit for a **RegUp3**, then head



If we send a Navi to the asteroid, he could control it…

Dr. Regal lets everyone in on the plan. The asteroid threatening Earth is actually man-made, and they've detected Cyberworld-like energy patterns from it. A Navi could possibly control the asteroid and prevent it from slamming into Earth, so NAXA needs the toughest NetBattler and Navi combo in the world for this most dangerous mission.

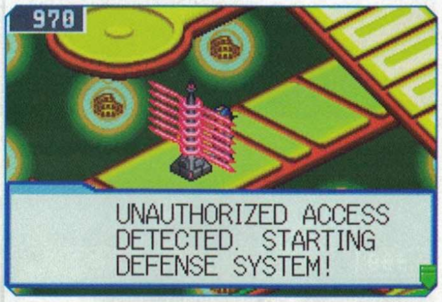
Agh, not Nebula! They've interrupted global communications, preventing the Navi transmission plan from working. The net has to be cleared! Talk to Dad to get a Giga Chip matching the version of the game you're playing, **RedSun R** or **BlueMoon B**. Also talk to Dr. Regal to get a **Transmtr**.



Where to? (+Control Pad:Move Cursor) R Button:Description

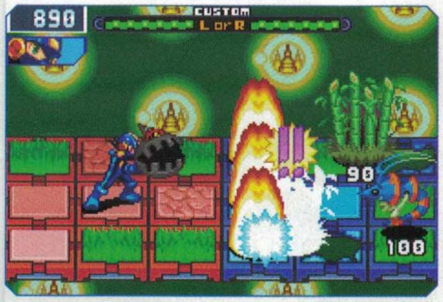
Leave NAXA and hit the world map. Every country is now open to you, and your job is to enter each country's network and clear up whatever is jamming communications.

Now that the entire world has been opened up to you, it's strongly recommended that you take the time to explore *everything*. Go to places previously inaccessible, picking up whatever power-ups you've been unable to reach before. You're rapidly approaching the point of no return. While you do get to play scenarios you missed once you play through the game in Hard Mode, the items on the maps change as well. Clean out every Blue and Purple Mystery Data gem you can reach!

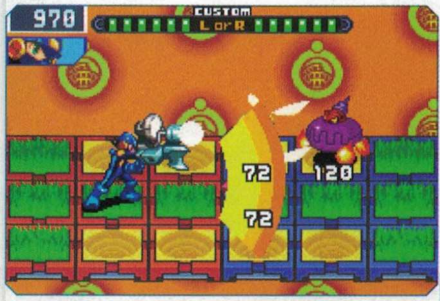


UNAUTHORIZED ACCESS DETECTED. STARTING DEFENSE SYSTEM!

Head to Yumland first. There are two gates there blocking off the net. The lower level's gate is guarded by a Kilby EX and a pair of MelodyEXs. Destroy them and the path to Electopia's ACDC 2 is clear.



Stay in the Yumland Area and take the green path to the Netopia Area link. Destroy the gate's ShrimpyEX and pair of Kilby Viruses to clear the way.



NetFrica should be your next destination. The gate is blocking off the path to Netopia Net. Two MagTectEXs and a VolGearEX later, communications between NetFrica and Netopia are clear.

The final blockade is in the Sharo Area, at the link to Netopia. A Mettaur EX and two WallaEXs are the final obstacles to net-communication, so take them down.

Once all four jammers are down, Dad calls with news. They've found the Navi who set them up, hiding in Park Area 1. You need to find the Official Navi in Netopia Area first to get everything you need ready. The Navi is waiting at the bottom of the stairs, and he has bad news. The only way to reach the section of Park 1 where the criminal Navi is hiding is via the Undernet.

The Navi gives you the **TownKyDt**, which unlocks the gate in lower Town 2 that leads to the previously inaccessible Town 4. Make your way there. The conveyors in Town 4 can make navigation difficult. Make your way to the upper corner of the area; there's an invisible pathway there. The HeelNavi there has a prize for you simply for showing up. It is a **GunSol2 G Battle Chip**, a longer-lasting version of the powerful solar gun.

990
CUSTOM
L or R
150
100
62

Your path through the Undernet is surprisingly straightforward, free of the weird twists and conveyors you normally find in the Undernet. No complaints there! The Undernet path leads to the section of Park 1 blocked off by the break in the road, and to a Nebula HeelNavi. Fight him? You betcha! He's only got 100 HP, but a WallaEX and a GaiaEX are backing him up. By now you should be more than capable of taking them out. However, the HeelNavi has one last trick up his sleeve... A trick foiled by friendship! Roll, GutsMan and Glide save Mega, and offer words of encouragement. Return to NAXA to finish this!

I will now execute our true desire, The Plan of Darkness!!

Talk to the man in the lobby to get **DadsNote**, go up through the door marked "2," and up onto the roof where things are progressing badly. Dr. Regal's ready to send *his* Navi up to the asteroid. Which would be very bad because Dad says that "Regal is the leader of Nebula!" But Dad's on the ball, his note gets MegaMan where he needs to be, transmitted to the meteor's Cyberworld.

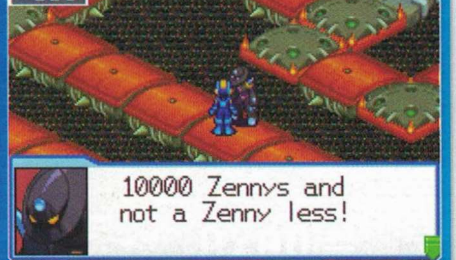
TAIYOOH!

hunting Vampires wherever they may be!

You've had no real reason to enter Undernet 4 so far, but at this point it is strongly suggested that you do so. Jack Out, and head to NetFrica. Jack In to the Nupopo Statue and head for the Undernet for the shortest trip. (It is vitally important that Lan Jacks In to the net from an outdoors location!) You have two Chips needed for an insanely powerful Program Advance, so go get the third!

Make your way to Undernet 3, and take the teleporter to the left rather than the one in the center. The trail from that teleporter leads into Undernet 4. Be sure to get a **Lotto Number** from a HeelNavi hidden by the staircase. Make your way over the C-Slider rails at the very back, where a coffin sits.

Not only a coffin... it's Django the Solar Boy, along with Master Otenko! What a neat little crossover, no? They're here trying to vanquish the vampiric ShadeMan while he's weak. Sunlight transmitted via PET could do it, but you need an S.Sensor. There's one near Undernet 2's entrance!



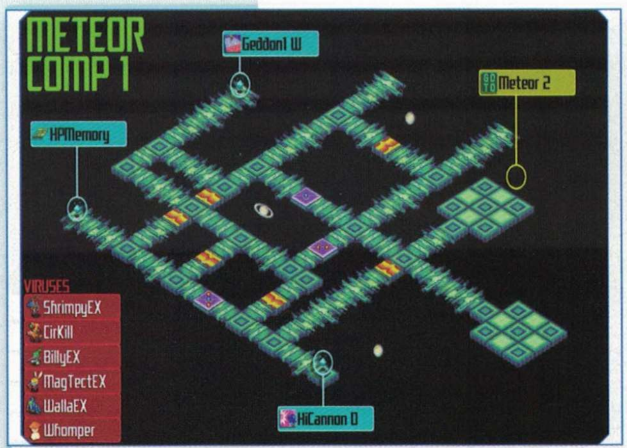
10000 Zennys and not a Zenny less!

Well, there was. It was stolen from a HeelNavi, and the guy who has it now is in Undernet 6. Make your way there and seek out the black HeelNavi. You need 10000Z to buy it off him. Do so, then return to Django with your new **S.Sensor**.

Guwohhhhhhhhhh!

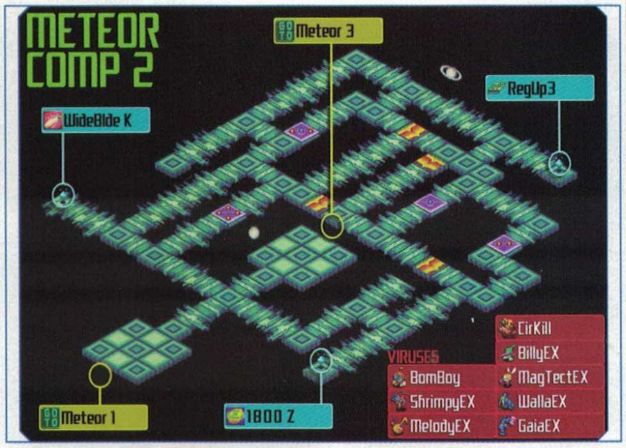
Eat sunlight, chump! The Pile Driver may not kill ShadeMan, but it does a royal number on him, scattering his data across the net. Django rewards you with the **GunSol3 G Battle Chip**, the final Chip needed to perform your own Pile Driver as a Program Advance. This attack is capable of delivering up to 800 points of damage, and it is especially useful against Navis. Drop major cash at Higbsy's for duplicates of these Chips if you can afford them.

Be sure to check the coffin too. Within lies the **NebulaCd**, which opens all of the skull-marked gates across the net. Go get the goodies before you take on Nebula and the asteroid!


METEOR COMP 1
Geddon1 W
Meteor 2
HPMemory
VIRUSES
ShrimpyEX
CirKill
BillyEX
MagTectEX
WallaEX
Whomper
HiCannon D

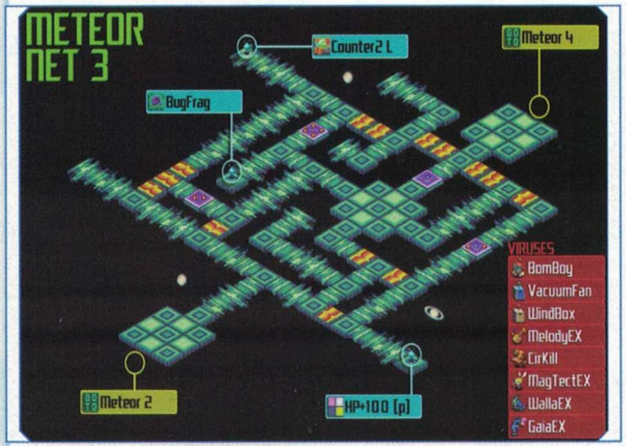
In order to open up the gate to the next section of the Meteor Computer, you must travel over the squares marked with planets in the proper order, starting with the one marked with a single planet. Study each map carefully and plot your course before venturing in. Be sure to work the **HPMemory** into your route.

To further enhance your time, periodic magnetic disturbances pop up attempting to hurl MegaMan back to the beginning of the map. Whenever one grabs Mega, press the A and B buttons madly to "swim" back down to the floor.


METEOR COMP 2
Meteor 3
RegUp3
WideBlde K
VIRUSES
CirKill
BillyEX
BomBoy
MagTectEX
ShrimpyEX
WallaEX
MelodyEX
GaiaEX
Meteor 1
1800 Z

MegaMan got
a PowerUp:
"RegUP3"!!

The second Meteor section adds another planet square for you to hit. Be sure to pick up the **RegUp3** in the far right corner as you move along.


METEOR NET 3
Counter2 L
Meteor 4
BugFrag
VIRUSES
BomBoy
VacuumFan
WindBox
MelodyEX
CirKill
MagTectEX
WallaEX
GaiaEX
Meteor 2
HP+100 [p]

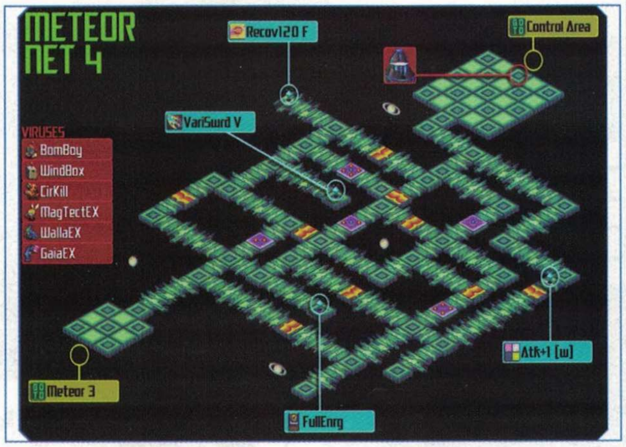
MegaMan got a Navi
Customizer Program:
"HP+100"!!

There is an **HP+100 Customizer Program** in the lower-right corner of the third Meteor section. This is a valuable addition to your collection.

The fourth Meteor area requires you to hit five planet squares in order, and in a more complex layout. Again, study the map and plot your route carefully before you progress.

MegaMan got a
SubChip:
"FullEnrg"!!

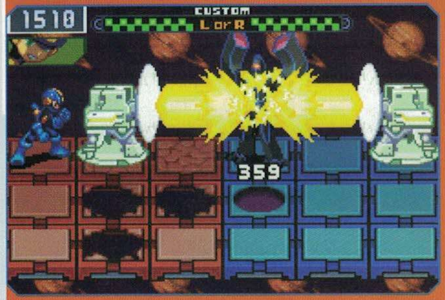
Snag the **FullEnrg SubChip** right away. The final battles are coming up, and you will want your HP maxed out. Hit the five planet panels in order, and get ready for a real fight! LaserMan's just ahead, and he is ready to blast you to bits.


METEOR NET 4
Recov120 F
Control Area
VariSwrd V
VIRUSES
BomBoy
WindBox
CirKill
MagTectEX
WallaEX
GaiaEX
Atk+1 [w]
Meteor 3
FullEnrg

OPPONENT: LASERMAN.EXE

Operator: Dr. Regal

Element

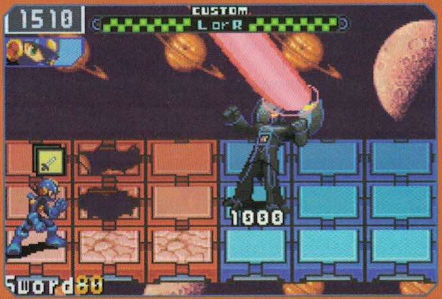


LaserMan is *tough*. He starts out deceivingly easy, but it soon becomes apparent that his moves are designed to trap you and pummel you. AirShoes can really save you, though LaserMan can even take that away from you. Nail him hard and fast with your most powerful moves, and try to have the GunSol series Chips to set up the P.Driver (though this is advisable for *any* boss fight).

Level	HP
V1	1000
V2	1400
V3	1800
SP	2200

STAR BREAK LASER

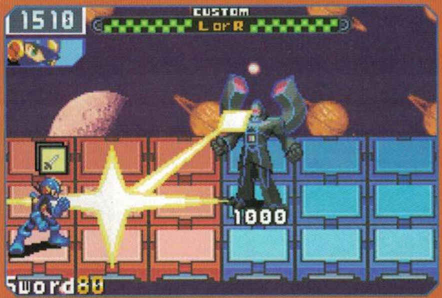
Level	Damage
V1	50
V2	100
V3	150
SP	200



LaserMan fires a massive laser into the sky, causing rubble to rain down into the field directly over MegaMan. Ten rocks fall from the sky, so keep moving.

CROSS LASER

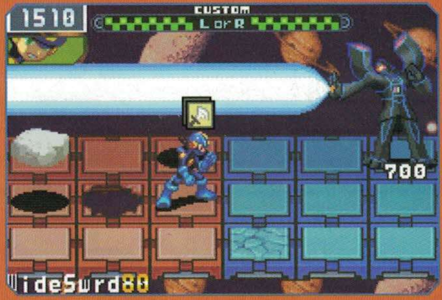
Level	Damage
V1	50
V2	100
V3	150
SP	200



This laser strikes the second Panel ahead of LaserMan, and splashes into the adjacent Panels as well. It's easy enough to dodge, but it cracks the Target Panel, which can reduce your running room from other attacks. Try to lure him into firing on already-broken Panels; the laser doesn't splash if it hits a hole.

POWER DOWN LASER

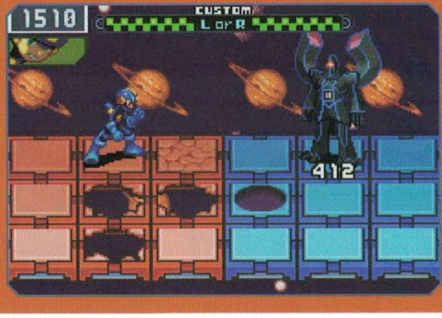
Level	Damage
V1	50
V2	100
V3	150
SP	200



The Power Down Laser is not particularly hard to dodge. But you do *not* want to get hit with it. This laser removes your various upgrades like Customizer Programs. Avoid this at all costs.

DARK LASER

Level	Damage
V1	50
V2	100
V3	150
SP	200

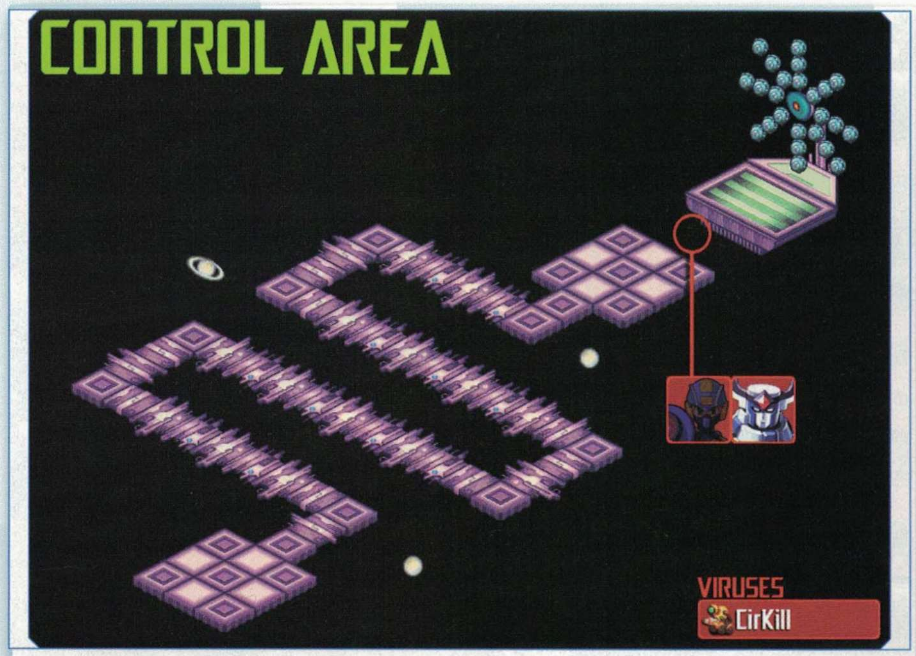


This attack is rare, but very dangerous. It strikes two Panels ahead of LaserMan like the Cross Laser, but it creates a Dark Hole in the field. As long as the Hole is there, LaserMan's HP will slowly regenerate!

Even after his defeat, LaserMan still won't shut up about MegaMan's Dark Soul. Regal loves this. He believes that there is no way that MegaMan can control the meteor. Prove him wrong!

Take advantage of your last chance to Jack Out and search the world's networks for more stuff. Once you pass this final gate, the only way you're coming back is by smashing the final boss!

CONTROL AREA



Do you have the power to wipe out your own evil?

The path to the meteor controller is winding but simple. Try using a DashRun to conserve your HP. The fight coming up makes LaserMan look easy. Duo hails from who-knows-were, and is on a mission to destroy evil. And guess where he found it? On Earth, so Earth must go boom. MegaMan intrigues him though, so he separates Mega's Dark Soul, and he wants to see which is stronger.

OPPONENT: MEGAMAN DARK SOUL

Operator

Element

1397
CUSTOM
L or R
1000

It's a fight against yourself! The Dark Soul has all your Chips, Customizer Programs and Advances, so be very, very careful. Thankfully, it hasn't got the strategy, giving you an edge.

Duo's impressed that Mega managed to win, but all he's done is repress his evil, not destroy it. Destroying evil is what Duo's here to accomplish, so now it's *his* turn to have a go at you. Thankfully your HP is restored from your fight with yourself because you will need every single point!

OPPONENT: DUO.EXE

Operator

Element

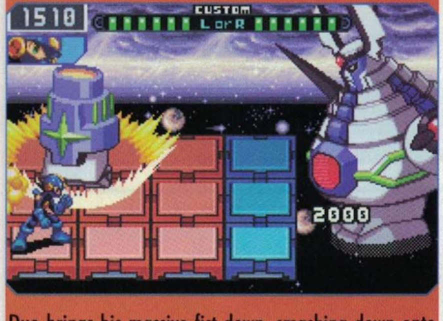
If you wanna live, you'd best have some Invis Chips and some *very* powerful Program Advances waiting in your folder. Duo's attacks are incredibly powerful and cover large areas of the battlefield. Get rid of any Chips that require Panels to be underneath for attack, since Duo floats in space.

Keep an eye on where Duo's HP number is, that is the row you must hit in order to damage him. Otherwise, you could very easily waste your attacks.

Level	HP
V1	2000
V2	2500
V3	3000

JUSTICE FIST

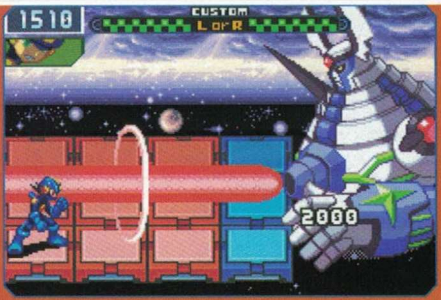
Level	Damage
V1	100
V2	200
V3	300



Duo brings his massive fist down, smashing down onto four Panels at once. Watch for the flashing Panels and dive away.

DESTROY LASER

Level	Damage
V1	100
V2	200
V3	300

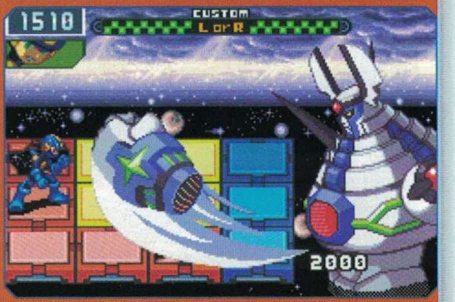


This powerful laser beam covers the center row. Watch out for the laser rings though, as they have a column-wide attack range as well. These rings will generate in every column.

GIANT HOOK

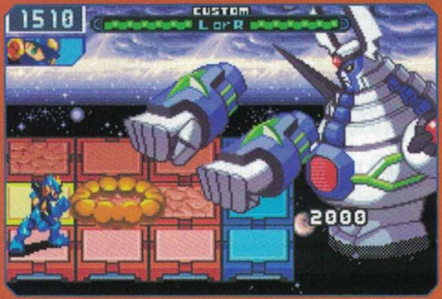
Level	Damage
V1	100
V2	200
V3	300

Duo swings his massive arms, attacking two whole columns at once. Watch out, because he swings twice, ultimately covering your entire field. Not much room to dodge, but do it.



METEO KNUCKLE

Level	Damage
V1	100
V2	200
V3	300

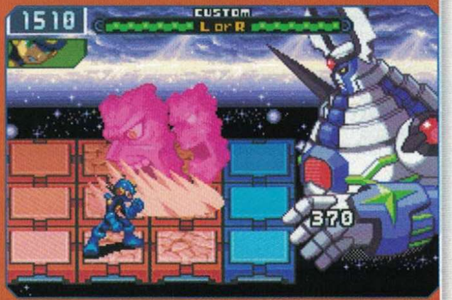


This attack is a series of rapid-fire punches that crack Panels as they hit. Watch for the flashing Panels and dodge. Just keep an eye on what's cracked!

ANGER IMPACT

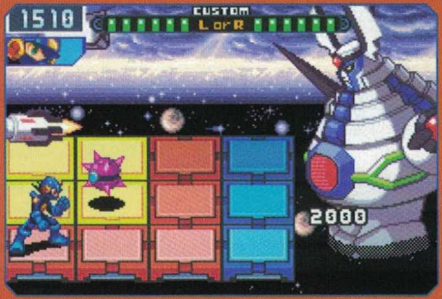
Level	Damage
V1	100
V2	200
V3	300

Duo only calls on this attack once his HP dips low. This is a massive energy attack that cracks two full columns of Panels. Thankfully it's a rare move.



DUO MISSILE

Level	Damage
V1	50
V2	100
V3	150

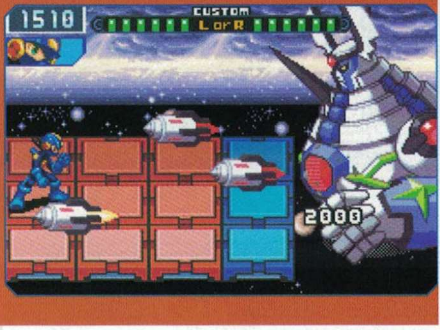


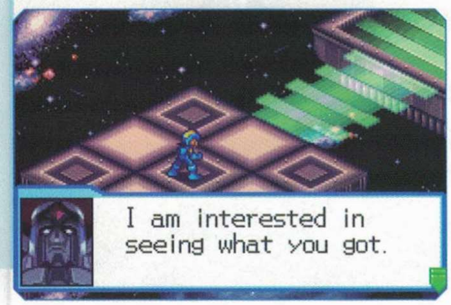
This attack consists of a trio of missiles, one in each row. Like the MokoRus Chips, the missiles do not all fire at the same time, giving you a little room to sidestep.

DUO YURA

Level	Damage
V1	50
V2	100
V3	150

A simple floating mine is released from Duo's chest. The mine floats in a slow wave pattern along two rows. Not hard to dodge, but Duo tends to release them while doing at least one other move.




I am interested in
seeing what you got.

Duo's battle body may be destroyed, but he claims it's too late to change the meteor's course. Earth is doomed. MegaMan and Lan claim it's not over yet! Duo opens the bridge to the controls to see just what Mega can do, and across the world, everyone turns to see what man- and Navi-kind's fate is…

everything right is wrong again

Boss: Bass

The asteroid has been averted and the world is saved, the credits have rolled and Lan has gotten his worldwide fame, but something is still wrong... You don't have all the Battle Chips and Navi Souls!

Once you return to the main title screen, select Continue, and a new choice will pop up. From here, you can return to your previous save point, or start a second version of the game.

> It is *strongly* recommended that you make sure you've collected *every* piece of Blue and Purple Mystery Data from the Cyberworld before you start the new game. Don't worry about clearing out the NetDealers, or human-world items, they will still be there.

You're back at the beginning of the game, but there are a few notable differences. The first is that you keep the neat stuff from the first go through; Zenny, Chips, upgrades, Souls, and the Navi Customizer. (Key Items, however, you have to get all over again.) This ought to be easy, right?

Not necessarily, because this is a "hard mode" run-through. You may be more powerful, but so are your enemies. When you Jack In to the Internet, the Viruses inside are more powerful versions than the last time. Here's your chance to earn the higher-level Chips that were previously inaccessible.

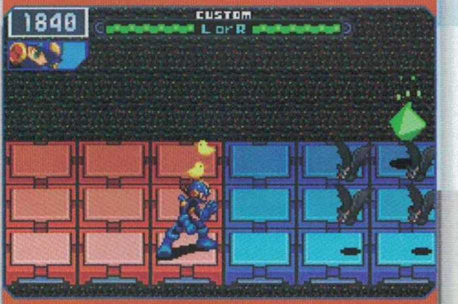
1510
CUSTOM
L or R
100
100
100
GunSol2

> Don't forget to play the "Taiyohh!" sub-quest with Django and ShadeMan again. Not only does this cause ShadeMan SP to become a random-encounter enemy in Undernet 4 (allowing you go get his Chips), but it also nets you the **NebulaCd** to get those items once again blocked by skull-gates!

OPPONENT: SHADEMAN.EXE

Operator	—
Element	▪

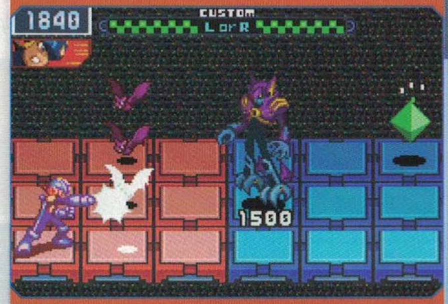
Level	HP
SP	1500



In previous bouts with ShadeMan, all you had to do was pepper him with Buster shots until he got bored, or you gained the Dark Chips. Not this time. This is the real deal. You should know how to avoid his attacks by now, although he does have a new one to throw at you. The real trick is to defeat him *without* letting him destroy the green Mystery Data in the back-right corner. Every time you hit him with a power attack, he splits into four bats that float backwards. Hit him in the lowest row only, or else the bats will destroy the Data and its super-valuable contents!

RED WING

Level	Damage
SP	200

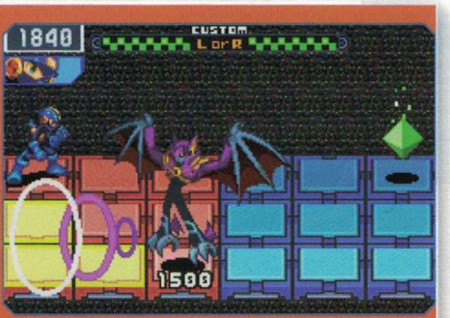


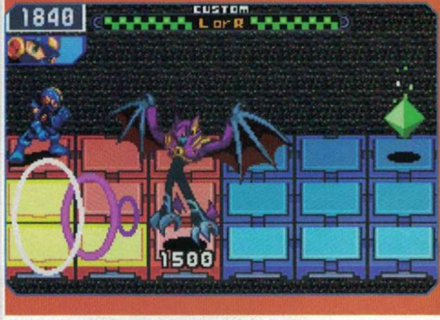
ShadeMan releases three bats into your side of the field. Though they can change direction to seek out MegaMan, they can only do so once. Blast them with the MegaBuster to clear them out, or simply outflank them.

NOISE CRUSH

Level	Damage
SP	200

A paralyzing sonic screech, this attack reaches two panels horizontally, spreading out to cover three vertical panels on the further end. You have a second to retreat before the sonic waves enter the second column, so back off and counterattack.

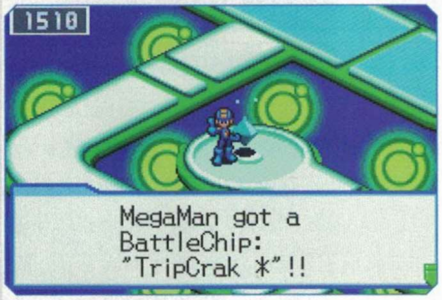




SHADE HAND

Level	Damage
SP	200

A new move, ShadeMan only uses this once his HP dips low. A large purple arm pops out of a hole in MegaMan's side of the field, and grabs at the Panel to its right. Easy to dodge on its own, but this attack is a problem when he has other attacks going.



MegaMan got a
BattleChip:
"TripCrak *"!!

That's not the only change. The Mystery Data spread across each map has been changed as well. Upgrades like HPMemory are still around, but they are in new locations. NetDealer stock remains the same, however, so any Chips you didn't get from them are still available.

See Chapter 6.9 "Mystery Data" for a listing of each area's Mystery Data between the different game levels.

A new Chip Trader Special has been set up by Jomon Electric, which behaves similar to the one in Netopia's Coliseum Avenue. Plug in ten spare Chips, and get one in return. However, this Chip Trader has an absolutely massive Chip payout list; all 150 Standard Chips can be obtained from it, as well as all of the non-version-specific normal Navi Chips!

There's also a new unalterable sub-folder that becomes available as you play. Though the appeal of this is pretty minimal. By now you should be very well on your way to having a pair of nice, streamlined power-Folders of your own design.

Battle Chip Challenge Codes

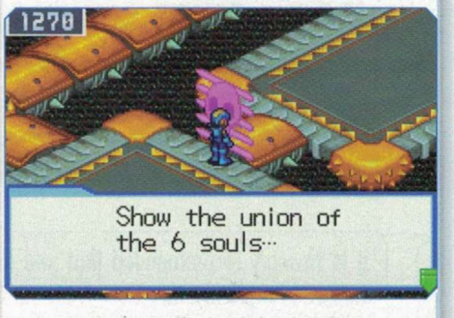
If you've been exploring everything, you should have acquired six NaviCodes for *MegaMan Battle Chip Challenge*. Here they all are laid out for you, as well as a special seventh code that gives you a shot at acquiring Chip #229, the HubStyle NaviChip!

NAME	NAVICODE
LAN	NG75-H5RF-R0MN-440N-2QX♣-X341
MAYL	8NT8-JZFL-3Q9D-7RPX-T♦CH-JX51
DEX	FD♠3-3JW1-PS♠V-♦01♦-♥6R♣-1J32
CHAU	93♣5-WXNH-9MWT-♠VX8-DY7M-88H0
KAI	M♠SP-3♥♦C-6KGQ-♥9FM-X0N♥-M♦P1
MARY	CX4♠-1GA9-5JKL-S♣GD-3L5B-90Z1
LAN	5♠4H-B81R-♠KKZ-P15X-ZS5B-♣XK0

Lastly, there are the Navi Souls you earn in each Tournament. You have the chance to get the other three Souls you didn't get the first time around! However, you only earn *two* of the missing Navi Souls this time through. The final Navi Soul eludes you until you defeat Duo again, and start a *third*, even harder version of the game!

In the third run-through, the game upgrades the Viruses once again, reshuffles the Mystery Data items, gives you a shot at obtaining Mr. Famous' **FamFldr**, and gives you the final Navi Soul to complete your set. But there is even more to be found that can only be reached in this game mode, off the beaten path, once you have your six souls.

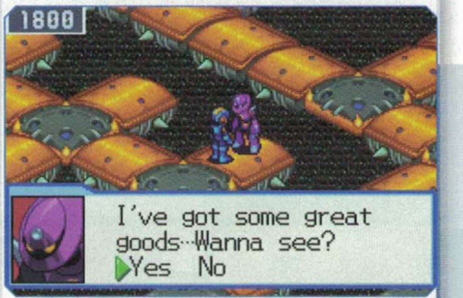
UNDERNET 5



Show the union of
the 6 souls…

You've only gotten glimpses of Undernet 5 so far. The link to the main area of 5 is in Undernet 4, blocked off by a gate that refuses to open to anyone without the "union of six souls". Well, now you have six souls. Think you're ready? You can enter this section as soon as you get the **NetPassp** from Bonds in Chapter 4.1 "Getaway".

Be sure to have two Unlocker SubChips when you enter Undernet 5. The **NeoVari N** and **Snctuary S Mega Chips** are here contained within purple Mystery Data packets. There's a NetDealer here, with some pretty impressive stock. Expensive, but impressive.



I've got some great
goods…Wanna see?
▶Yes No

UNDERNET 5 NETDEALER

Item	Cost	Stock
HPMemory	30000Z	1
HPMemory	50000Z	1
MetaGel K	14000Z	1
AntiNavi M	16000Z	1
BugChrge C	22000Z	3
Atk+30 *	28000Z	1

Yup, it's Bass again! The black Navi, the rogue who has been banished time and again. He keeps coming back, more evil, and more powerful each time. However, you can't reach him without an "S-ID." This means that once you have completed the Standard Chips portion of your data Library the door will open. Got 'em?

Opponent: Bass.EXE

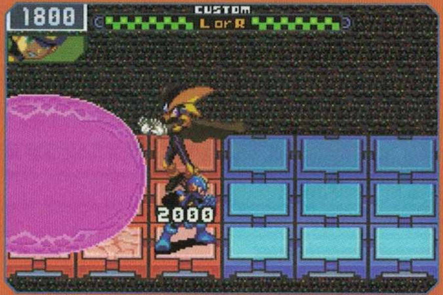
—	**Operator**
▣	**Element**

Level	HP
V1	2000
SP	3000

Good luck. Bass is and always has been a tremendously tough opponent. At least this time around he's not packing in any protective auras. The Barr200 Chip helps out a *lot* in this battle, and it deflects his harder-to-dodge attacks. At least it does the first time you face him. Use AreaGrab Chips to give yourself more room to maneuver, and be sure to have a Folder full of good Program Advance potential. If you can catch him with the P.Driver at full power, it will damage him severely.

DARKNESS OVERLOAD

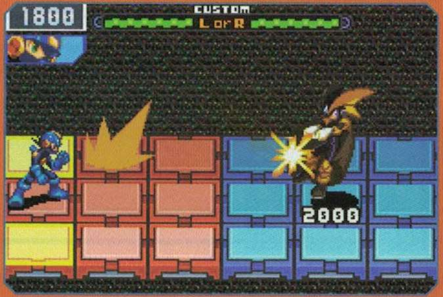
Level	Damage
V1	300
SP	600



Bass' most powerful move is used only when MegaMan spends too much time in the back column. He leaps into the right-center Panel of MegaMan's field and unleashes a massive energy blast that covers and cracks the entire back two columns. AreaGrab gives you more room to run and plan your counterattack.

SHOOTING BUSTER

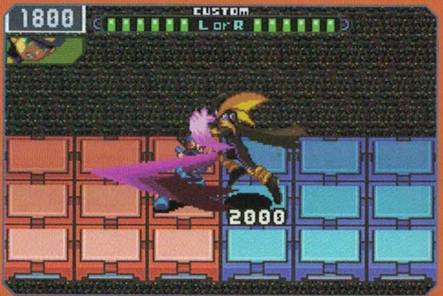
Level	Damage
V1	100
SP	200



This is a very hard attack to dodge, Bass opens up with twin arm cannons that spray machinegun fire into MegaMan's side of the field, striking random Panels. Bass is still while attacking, so counter with a strong attack, preferably one that stuns.

DARK ARM BLADE

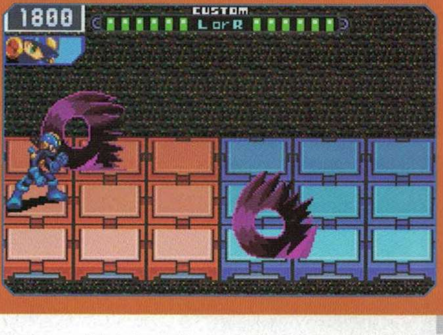
Level	Damage
V1	100
SP	200



Swooping in close, Bass swipes at MegaMan with evil energy in a LongSwrd-like swipe. He may follow up by slipping behind MegaMan to strike again with a WideSwrd-range attack, which is followed by another LongSwrd-like strike from the front.

HELLS ROLLING

Level	Damage
V1	200
SP	400

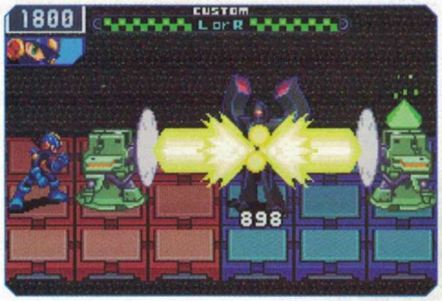


Bass creates a pair of energy wheels that rocket towards MegaMan in the top and bottom rows of the field. These wheels can curve once they are on MegaMan's side. Dodging them is actually pretty easy; simply step into the center Panel of the rightmost column. The wheels can't turn fast enough to connect there.

Once Bass is defeated, he retreats to the darkest portion of the Undernet; Black Earth. But not before he leaves behind a Giga Chip for you, **Bass X** in *Red Sun*, **BassAnly X** in *Blue Moon*.

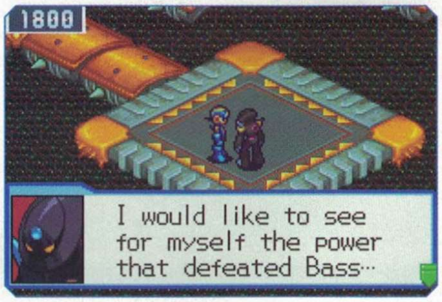
Before you can follow Bass into the Black Earth, you need to collect five dark Mega Chips from the denizens of the Undernet. Only their combined power can break through the power that blocks the entrance to Black Earth. Four of them can be found within Undernet 5, but require some real slugging to get. Jack Out of the net, then return, otherwise the three guardians of the Chips do not appear.

BugCharg/BugCurse



The dark Giga Chip needed is not an easy one to acquire, but at least you have several chances. When you face DarkMan SP in Undernet 4, or LaserMan SP in Undernet 5, there's a green Mystery Data packet waiting in the back column. These packets contain the version-specific Giga Chips **BugCharg** (in Red Sun), or **BugCurse** (in Blue Moon), so don't destroy them! If you do, use a LocEnemy SubChip to increase your chances of facing the evil Navis again for another shot at them.

Anubis



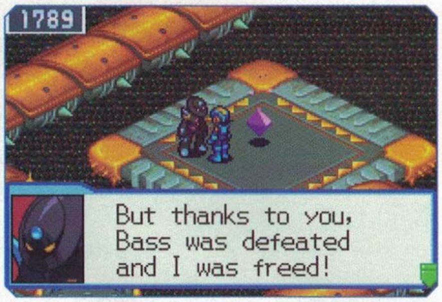
I would like to see
for myself the power
that defeated Bass…

Three of the dark Chips you need are within Undernet 5, held by HeelNavis, but they won't give them up without a major fight. The HeelNavi at the bottom of the area by the locked Mystery Data has the **Anubis** Mega Chip. Make sure your HP is maxed out, because you have a marathon survival match ahead of you that culminates in a fight with the 700 HP HeelNavi SP.

ANUBIS MEGA CHIP BATTLES

Battle 1	MackoEX x2
Battle 2	MettaurEX x3
Battle 3	ElemperorEX x3
Battle 4	Shrimpy3EX, Spikey3EX x2
Battle 5	TarkEX, DoomerEX
Battle 6	Mettaur3EX, FelonyEX, TrumpyEX
Battle 7	ArachyEX, GaiaMegaEX
Battle 8	WaldonEX
Battle 9	KillyEX x2, VacuFan3
Battle 10	GaiaMegaEX, ArachyEX, HeelNavi SP

BlakWing



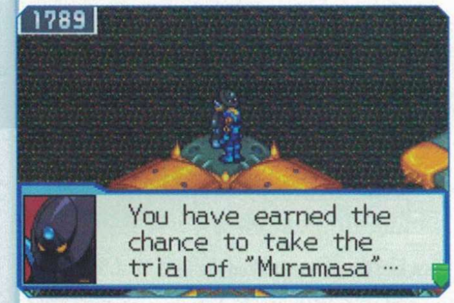
But thanks to you,
Bass was defeated
and I was freed!

Make your way to the back of the area where the **Snctuary** Chip sits in a purple Mystery Data. The second HeelNavi guardian is there, and he's got the **BlakWing** if you can survive his Virus onslaught.

BLAKWING MEGA CHIP BATTLES

Battle 1	Metaur3EX x2, WaldonEX
Battle 2	FelonyEX, Shrimpy3EX
Battle 3	DogmaEX x2
Battle 4	FelonyEX x2
Battle 5	ArachyEX, CirSmshEX
Battle 6	Mettaur3EX, DoomerEX
Battle 7	KillyEX, BombLabEX x2
Battle 8	ArachyEX
Battle 9	ArachyEX, GaiaMegaEX
Battle 10	MettaurEX, ArachyEX, HeelNavi SP

MURAMASA



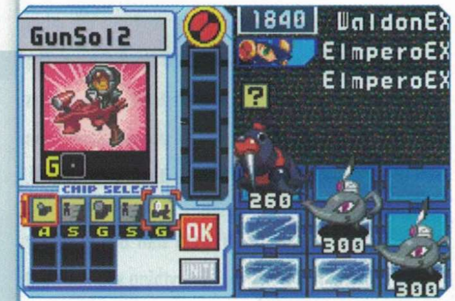
You have earned the chance to take the trial of "Muramasa"...

The last of the three guardian HeelNavis is on the other side of the area, and he has the cursed blade **Muramasa**. Yep, another 10-round survival match. Are you ready?

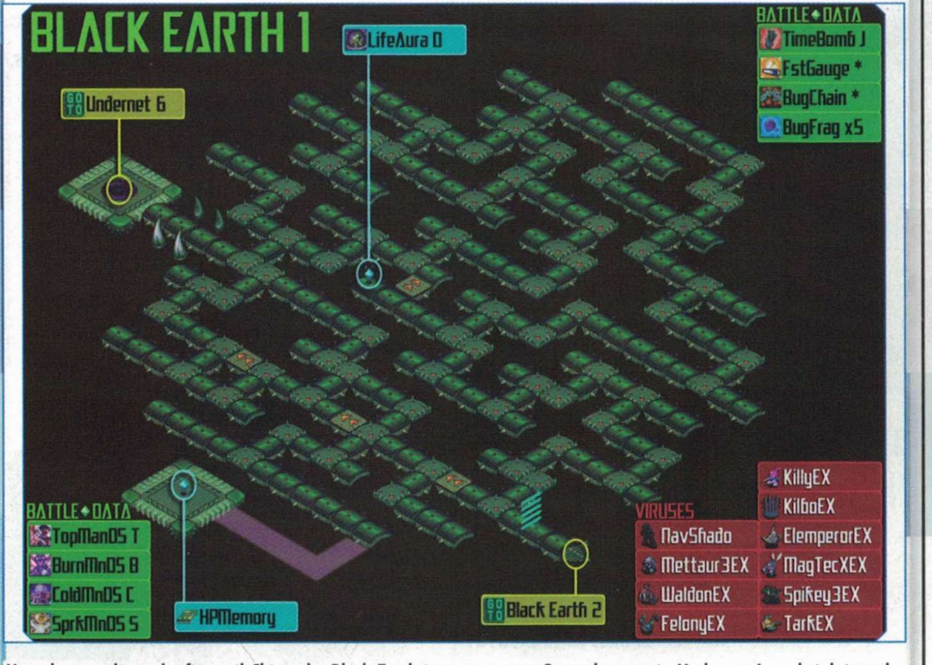
MURAMASA MEGA CHIP BATTLES

Battle 1	Mettaur3EX, DoomerEX
Battle 2	Spikey3EX x2, KilboEX
Battle 3	FelonyEX, TarkEX x2
Battle 4	MagTecXEX x2, ValGearEX
Battle 5	KillyEX, Mettaur3EX x2
Battle 6	Spikey3EX, EleperorEX, ValGearEX
Battle 7	CirSmshEX x2, GaiaMegaEX
Battle 8	WaldonEX, DoomerEX
Battle 9	KillyEX x2, BomLabEX
Battle 10	WeatherEX x2, HeelNavi SP

ELEMDARK


GunSol2
G
1840
WaldonEX
ElmperoEX
ElmperoEX
CHIP SELECT
A S G S G
OK
UNITE
260
300
300

ElemDark is obtained by hunting down and defeating the ElemperorEX, an elusive Virus found only within Undernet 6. Again, a stock of LocEnemy SubChips is a good idea if you don't get the Chip in your fight. This one is difficult, not just because Elemperor5 is one of many Viruses here, but because you need a high Busting Level to get the ElemDark from it!

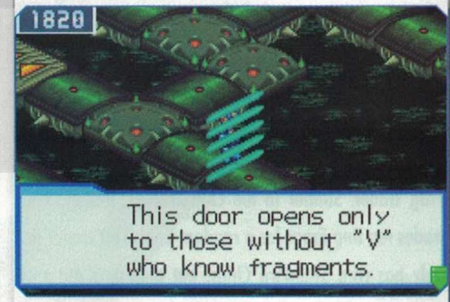

BLACK EARTH 1
LifeAura D
GO TO Undernet 6
BATTLE◆DATA
TimeBomb J
FstGauge *
BugChain *
BugFrag x5
BATTLE◆DATA
TopManDS T
BurnMnDS B
ColdMnDS C
SprkMnDS S
HPMemory
GO TO Black Earth 2
VIRUSES
NavShado
Mettaur3EX
WaldonEX
FelonyEX
KillyEX
KilboEX
ElemperorEX
MagTecXEX
Spikey3EX
TarkEX

Now that you have the five evil Chips, the Black Earth is open to you. Open the gate in Undernet 6, and sink into the inky black nasty pit.

Naturally, the long way around is necessary to get to the link to Black Earth 2. Be sure to snare the **HPMemory** in the lower portion of the map; every little bit of HP helps. Especially since the Viruses inhabiting Black Earth are among the toughest in the game.

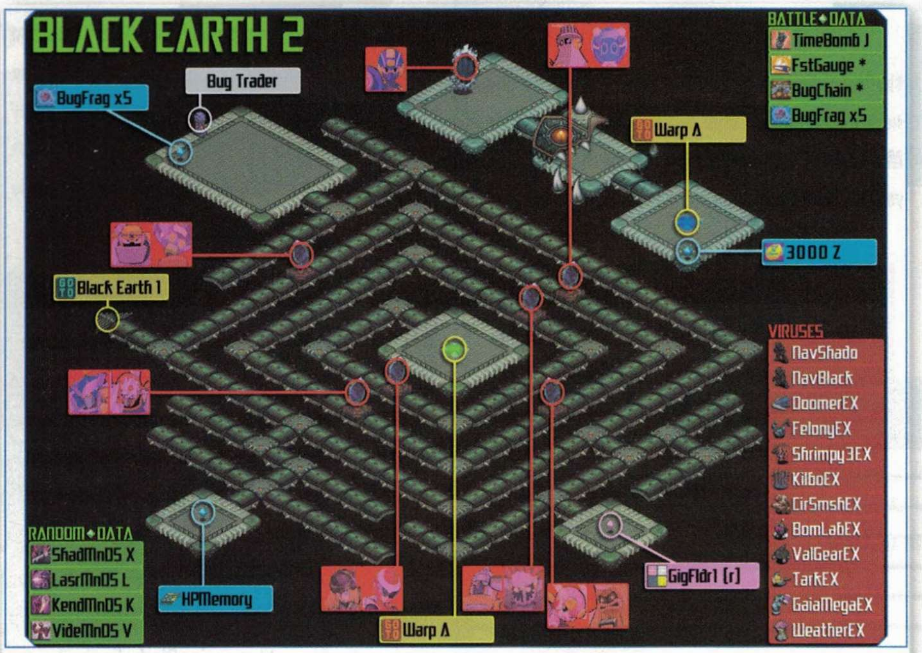
1328
CUSTOM
L or R
200
130
200

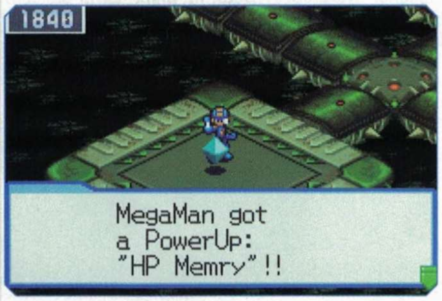
If you don't have a Folder with a focus on Sword attacks, make one *now*. The NavShado Viruses—and the tougher NavBlack Virsues in Black Earth 2—are immune to all attacks save Swords. Not even the mighty GunSol, or P.Driver (which strikes enemies even when they're flashing and invulnerable), can hurt them. Only Swords!



This door opens only to those without "V" who know fragments.

The gate at the end of Black Earth 1 does not open unless you have collected the twelve version-specific normal and SP Navi Chips. These are the Navis whose souls resonate within MegaMan. Remember, you must defeat the SP Navis with an "S" Busting Level in order to acquire their SP Navi Chip!

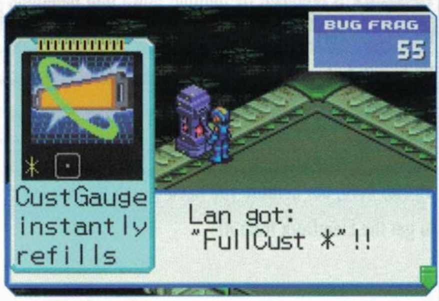

BLACK EARTH 2
Bug Trader
BugFrag x5
BATTLE◆DATA
TimeBomb J
FstGauge *
BugChain *
BugFrag x5
Warp A
3000 Z
Black Earth 1
VIRUSES
NavShado
NavBlack
DoomerEX
FelonyEX
Shrimpy3EX
KilboEX
CirSmshEX
BomLabEX
ValGearEX
TarkEX
GaiaMegaEX
WeatherEX
RANDOM◆DATA
ShadMnDS X
LasrMnDS L
KendMnDS K
VideMnDS V
HPMemory
GigFldr1 [r]
Warp A



MegaMan got
a PowerUp:
"HP Memry"!!

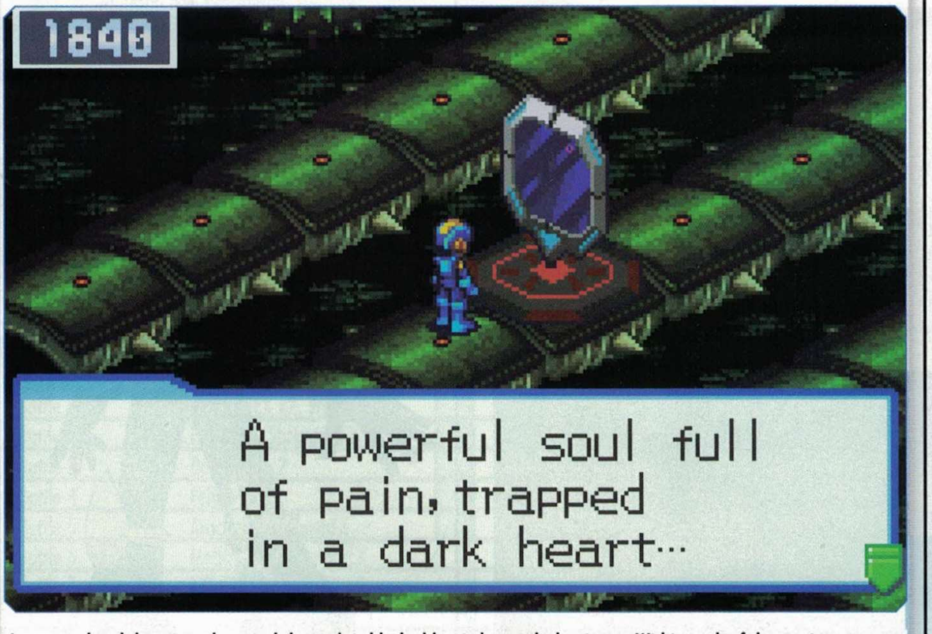
This area is a huge spiral, containing the nastiest of the nasty. Before you head inward, stick to the outer path. There's another **HPMemory** here, and a **GigFldr1 Customizer Program** inside a locked Mystery Data.

Go all the way around the outer edge to find the Bug Frag Trader. Similar to the Chip Traders, this machine trades ten Bug Frags for a random Chip. This trader not only has rare Standard Chips, but also pays out with Mega Chips, and the normal and DS versions of all non-version-specific Navi Chips!



CustGauge
instantly
refills

Lan got:
"FullCust *"!!



A powerful soul full
of pain, trapped
in a dark heart…

As you go head deep into the spiral the path is blocked by six large, dark mirrors. Within each of these mirrors rests a Dark Soul Navi, one of the six whose souls have harmonized with MegaMan.

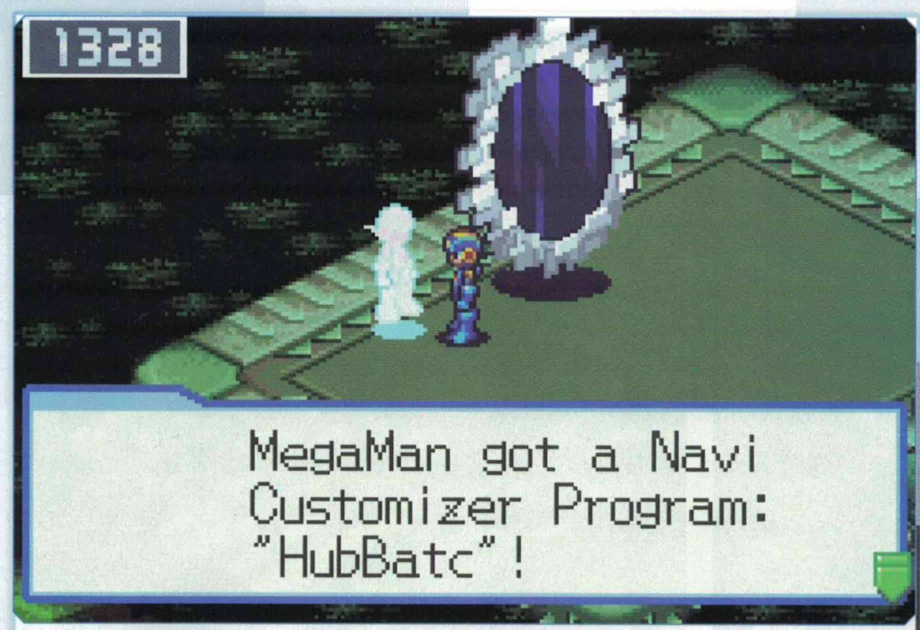
1710
CUSTOM
L or R
1180
-Cannon 120

Just like the time you faced the Dark Soul Navi at the end of the Eagle/Hawk Tournament, these dark doppelgangers have all of your attacks, Program Advances, and Customizer Programs installed, as well as the copied Navi's abilities. But, just as before, they lack strategy. Each one gives up their DS Navi Chip as they fall. Have a full complement of recovery SubChips in hand, and work your way inward.

1471
CUSTOM
L or R
1536

Go through the warp in the center and out the other side, and go all the way to a large dark mirror. The Mirror of Truth. Once again, MegaMan's Dark Soul is brought out, this time at its full power, freed from MegaMan's conscious. Time to have it out with yourself.

MegaMan DS is just as you faced him before in the Meteor Control Area; it's you. Everything you can do it can do... but you can do it better. However, the MegaMan DS is super-fast, and it warps wildly across the field. Use your most powerful wide-effect attacks, and pray.


1328

MegaMan got a Navi Customizer Program: "HubBatc"!

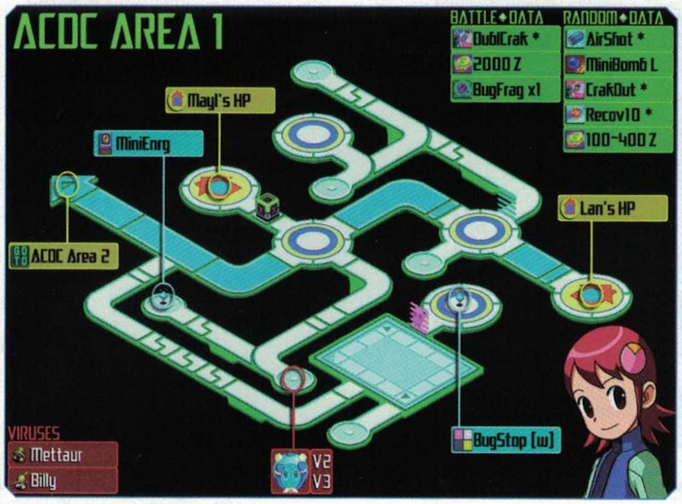
With your Dark Soul once again defeated, the Mirror of Truth is mightily impressed and it gives you a prize for your efforts. You are given the **SoulClen Customizer Program**. This Program slowly, but gradually, attunes your soul to the light, ridding you of Dark influence.

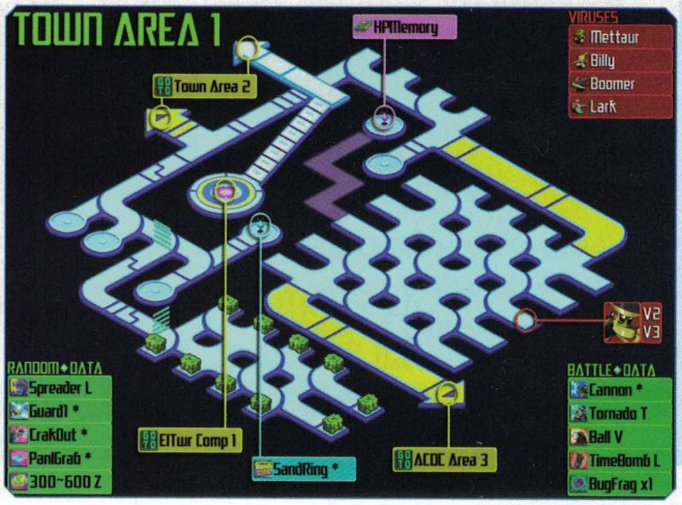
The glowing light next to the Mirror also has something for you, the **HubBatc Customizer Program**, a Program that gives you great powers, but drops your HP to half as a sacrifice.

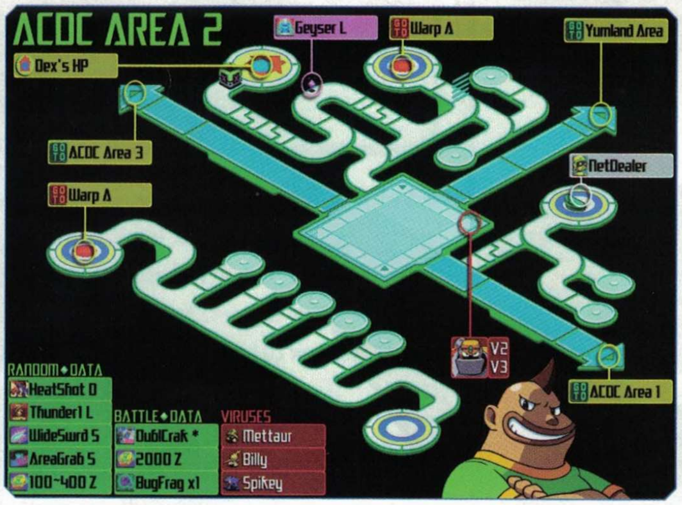
Done? Not *quite*. In order to get the final Giga Chip you need to complete your Library (either **BlakAura** or **DeltaRay**), you must hunt down Bass SP within Black Earth 2. Jack Out, then return to set Bass SP as a random-encounter enemy. Defeat him, and the final Giga Chip is yours.

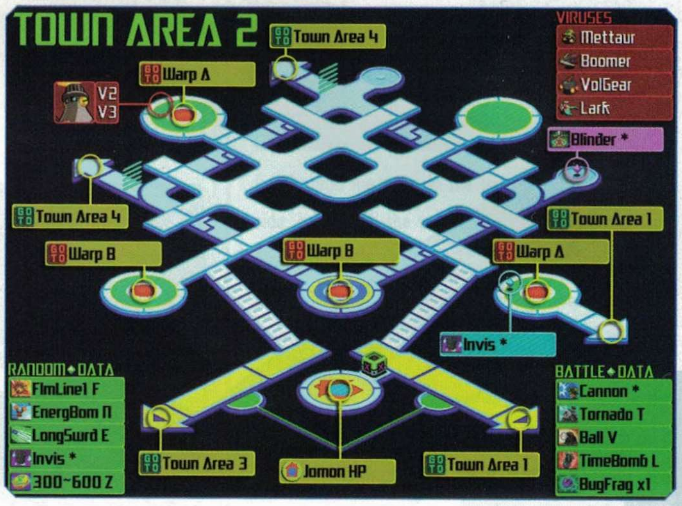
Anything else? Time will tell. Perhaps upcoming *MegaMan* games have secrets that unlock more in this one? Keep your eyes open.

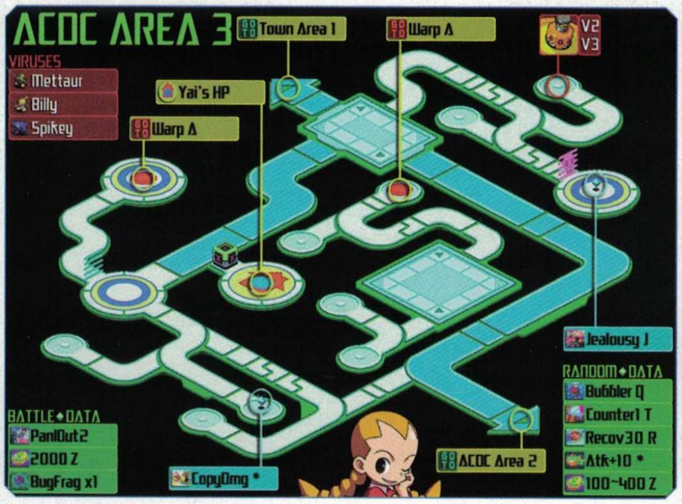
internet maps

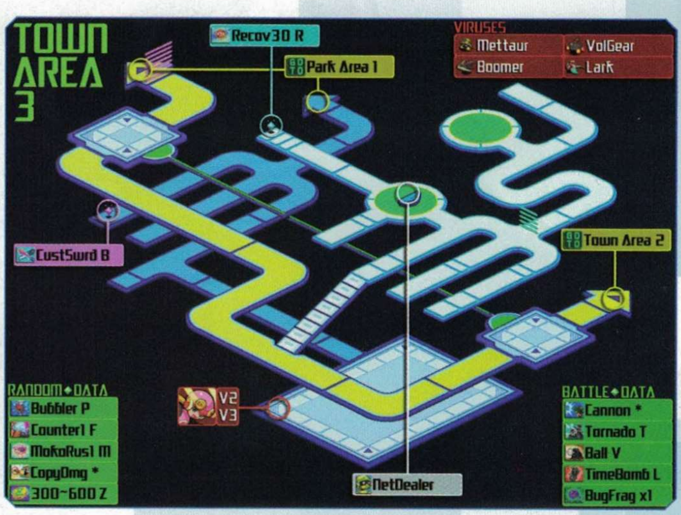

ACDC AREA 1
BATTLE◆DATA
DublCrak *
2000 Z
BugFrag x1
RANDOM◆DATA
AirShot *
MiniBomb L
CrakOut *
Recov10 *
100~400 Z
Mayl's HP
MiniEnrg
ACDC Area 2
Lan's HP
BugStop [W]
VIRUSES
Mettaur
Billy
V2
V3


TOWN AREA 1
HPMemory
Town Area 2
VIRUSES
Mettaur
Billy
Boomer
Lark
V2
V3
RANDOM◆DATA
Spreader L
Guard1 *
CrakOut *
PanlGrab *
300~600 Z
ElTwr Comp 1
SandRing *
ACDC Area 3
BATTLE◆DATA
Cannon *
Tornado T
Ball V
TimeBomb L
BugFrag x1

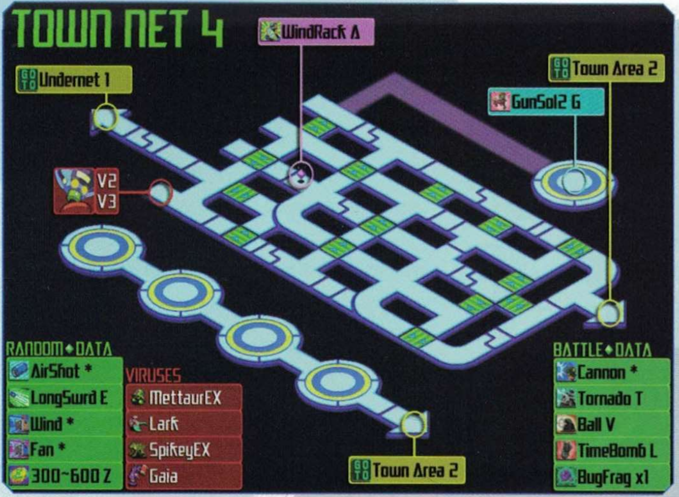

ACDC AREA 2
Geyser L
Warp A
Yumland Area
Dex's HP
ACDC Area 3
NetDealer
Warp A
V2
V3
ACDC Area 1
RANDOM◆DATA
HeatShot D
Thunder1 L
WideSwrd S
AreaGrab S
100~400 Z
BATTLE◆DATA
DublCrak *
2000 Z
BugFrag x1
VIRUSES
Mettaur
Billy
Spikey


TOWN AREA 2
Town Area 4
VIRUSES
Mettaur
Boomer
VolGear
Lark
Warp A
V2
V3
Blinder *
Town Area 4
Town Area 1
Warp B
Warp B
Warp A
Invis *
RANDOM◆DATA
FlmLine1 F
EnergBom N
LongSwrd E
Invis *
300~600 Z
Town Area 3
Jomon HP
Town Area 1
BATTLE◆DATA
Cannon *
Tornado T
Ball V
TimeBomb L
BugFrag x1


ACDC AREA 3
Town Area 1
Warp A
V2
V3
VIRUSES
Mettaur
Billy
Spikey
Yai's HP
Warp A
Jealousy J
RANDOM◆DATA
Bubbler Q
Counter1 T
Recov30 R
Atk+10 *
100~400 Z
BATTLE◆DATA
PanlOut2
2000 Z
BugFrag x1
CopyDmg *
ACDC Area 2


TOWN AREA 3
Recov30 R
Park Area 1
VIRUSES
Mettaur
Boomer
VolGear
Lark
CustSwrd B
Town Area 2
V2
V3
RANDOM◆DATA
Bubbler P
Counter1 F
MokoRus1 M
CopyDmg *
300~600 Z
NetDealer
BATTLE◆DATA
Cannon *
Tornado T
Ball V
TimeBomb L
BugFrag x1

TOWN NET 4

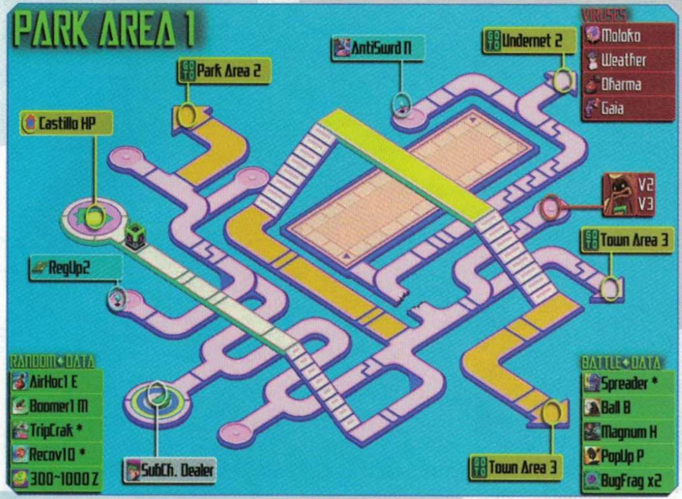

WindRack A
Undernet 1
Town Area 2
GunSol2 G
V2
V3
Town Area 2

RANDOM◆DATA
- AirShot *
- LongSwrd E
- Wind *
- Fan *
- 300~600 Z

VIRUSES
- MettaurEX
- Lark
- SpikeyEX
- Gaia

BATTLE◆DATA
- Cannon *
- Tornado T
- Ball V
- TimeBomb L
- BugFrag x1

PARK AREA 1

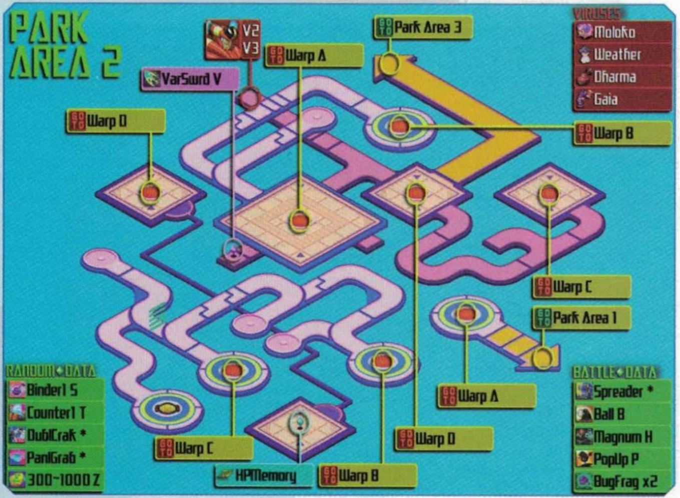

AntiSwrd N
Undernet 2
Park Area 2
Castillo HP
V2
V3
Town Area 3
RegUp2
SubCh. Dealer
Town Area 3

VIRUSES
- Moloko
- Weather
- Dharma
- Gaia

RANDOM◆DATA
- AirHoc1 E
- Boomer1 M
- TripCrak *
- Recov10 *
- 300~1000 Z

BATTLE◆DATA
- Spreader *
- Ball B
- Magnum H
- PopUp P
- BugFrag x2

PARK AREA 2

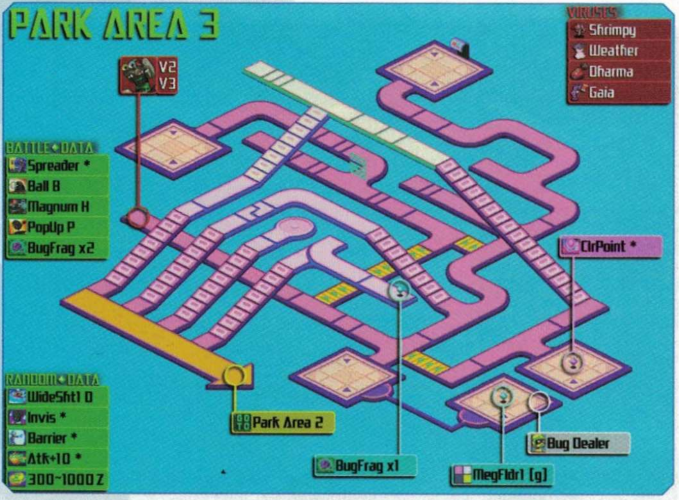

V2
V3
Park Area 3
Warp A
VarSwrd V
Warp D
Warp B
Warp C
Park Area 1
Warp A
Warp D
Warp C
HPMemory
Warp B

VIRUSES
- Moloko
- Weather
- Dharma
- Gaia

RANDOM◆DATA
- Binder1 S
- Counter1 T
- DublCrak *
- PanlGrab *
- 300~1000 Z

BATTLE◆DATA
- Spreader *
- Ball B
- Magnum H
- PopUp P
- BugFrag x2

PARK AREA 3

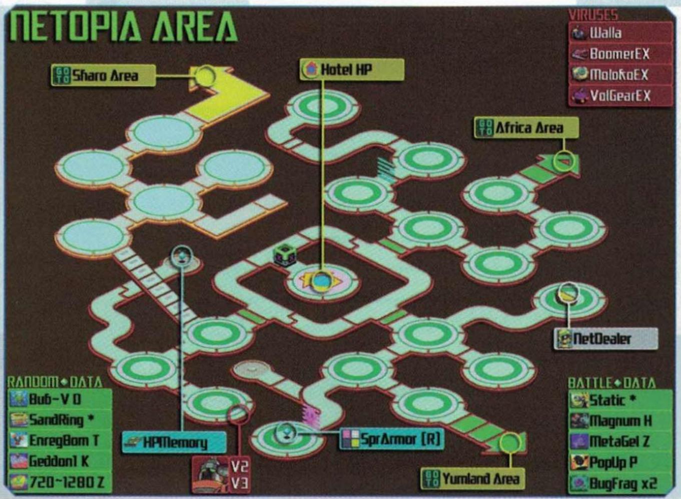

V2
V3
ClrPoint *
Park Area 2
Bug Dealer
BugFrag x1
MegFldr1 [g]

VIRUSES
- Shrimpy
- Weather
- Dharma
- Gaia

BATTLE◆DATA
- Spreader *
- Ball B
- Magnum H
- PopUp P
- BugFrag x2

RANDOM◆DATA
- WideSht1 D
- Invis *
- Barrier *
- Atk+10 *
- 300~1000 Z

NETOPIA AREA

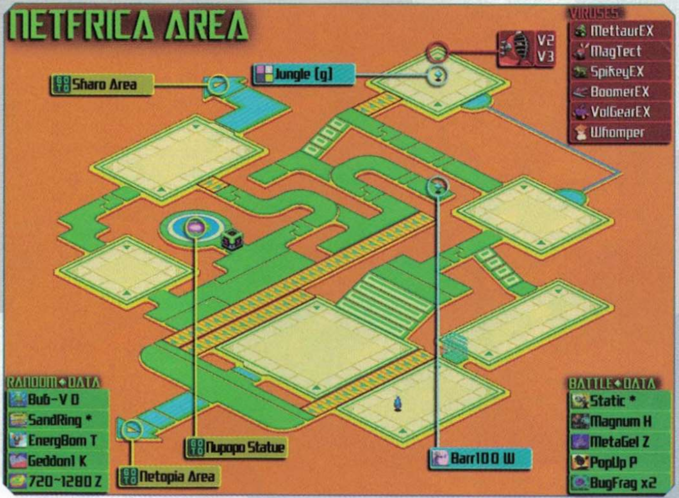

Sharo Area
Hotel HP
Africa Area
NetDealer
HPMemory
V2
V3
SprArmor [R]
Yumland Area

VIRUSES
- Walla
- BoomerEX
- MolokoEX
- VolGearEX

RANDOM◆DATA
- Bub-V D
- SandRing *
- EnregBom T
- Geddon1 K
- 720~1280 Z

BATTLE◆DATA
- Static *
- Magnum H
- MetaGel Z
- PopUp P
- BugFrag x2

NETFRICA AREA

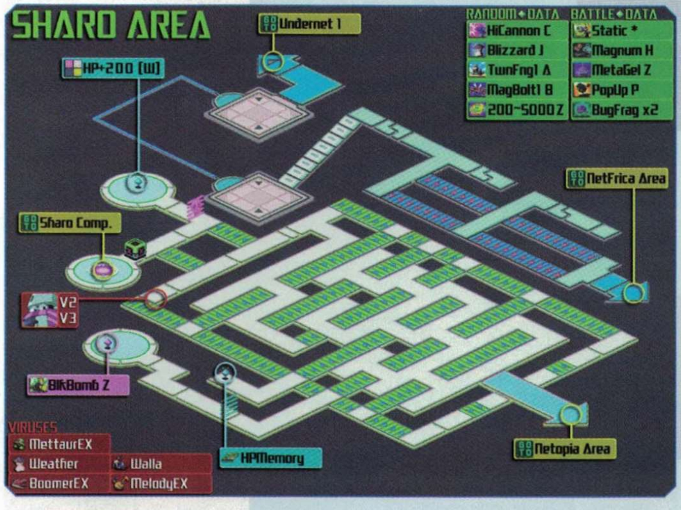

V2
V3
Jungle [g]
Sharo Area
Nupopo Statue
Netopia Area
Barr100 W

VIRUSES
- MettaurEX
- MagTect
- SpikeyEX
- BoomerEX
- VolGearEX
- Whomper

RANDOM◆DATA
- Bub-V D
- SandRing *
- EnergBom T
- Geddon1 K
- 720~1280 Z

BATTLE◆DATA
- Static *
- Magnum H
- MetaGel Z
- PopUp P
- BugFrag x2

SHARO AREA

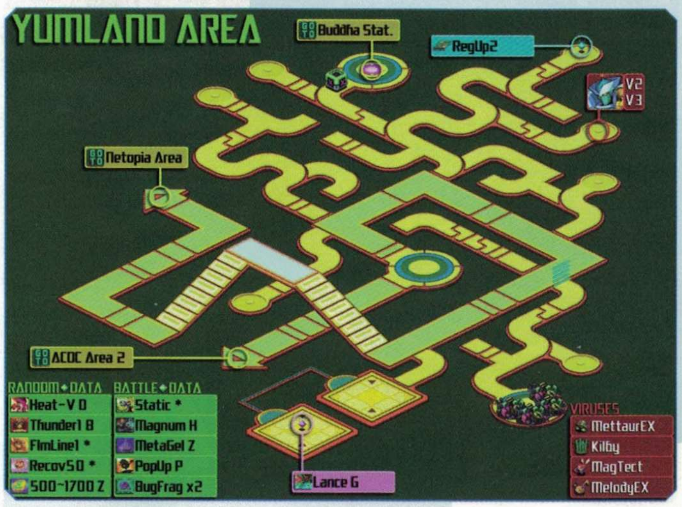

Undernet 1
HP+200 [W]
NetFrica Area
Sharo Comp.
V2
V3
BlkBomb Z
HPMemory
Netopia Area

RANDOM◆DATA
- HiCannon C
- Blizzard J
- TwnFng1 A
- MagBolt1 B
- 200~5000 Z

BATTLE◆DATA
- Static *
- Magnum H
- MetaGel Z
- PopUp P
- BugFrag x2

VIRUSES
- MettaurEX
- Weather
- BoomerEX
- Walla
- MelodyEX

YUMLAND AREA

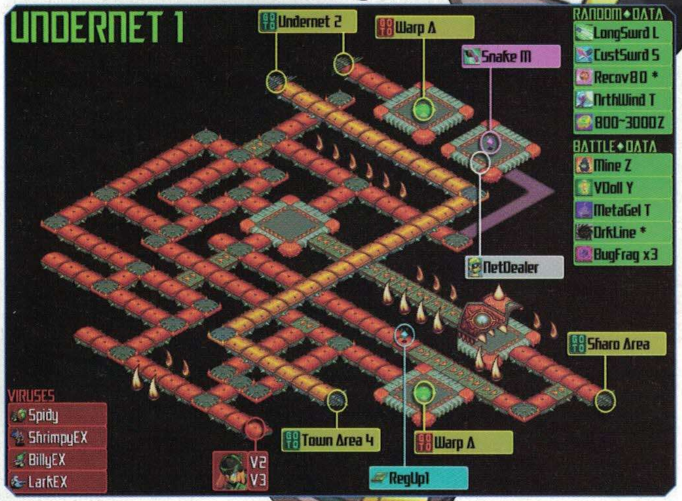

Buddha Stat.
RegUp2
V2
V3
Netopia Area
ACDC Area 2
Lance G

RANDOM◆DATA
- Heat-V D
- Thunder1 B
- FlmLine1 *
- Recov50 *
- 500~1700 Z

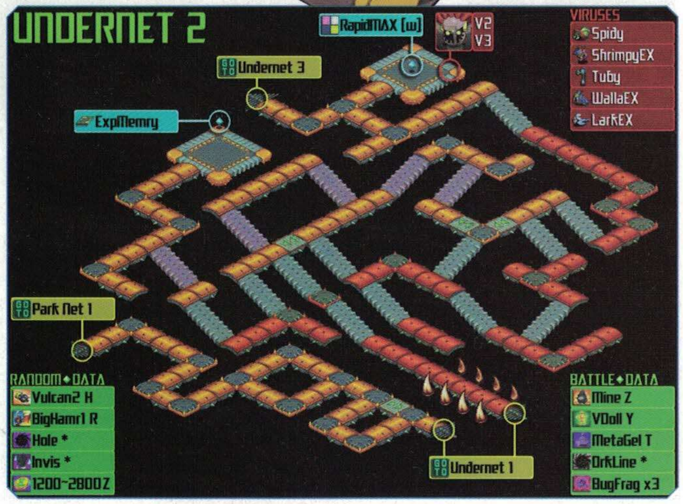
BATTLE◆DATA
- Static *
- Magnum H
- MetaGel Z
- PopUp P
- BugFrag x2

VIRUSES
- MettaurEX
- Kilby
- MagTect
- MelodyEX

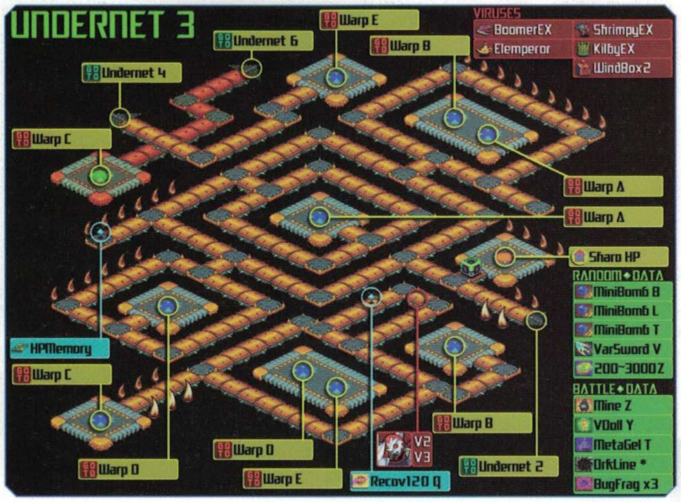
UNDERNET 1


Undernet 2
Warp A
Snake M
RANDOM◆DATA
LongSwrd L
CustSwrd S
Recov80 *
NrthWind T
800~3000Z
BATTLE◆DATA
Mine Z
VDoll Y
MetaGel T
DrkLine *
BugFrag x3
NetDealer
Sharo Area
VIRUSES
Spidy
ShrimpyEX
BillyEX
LarkEX
V2
V3
Town Area 4
Warp A
RegUp1

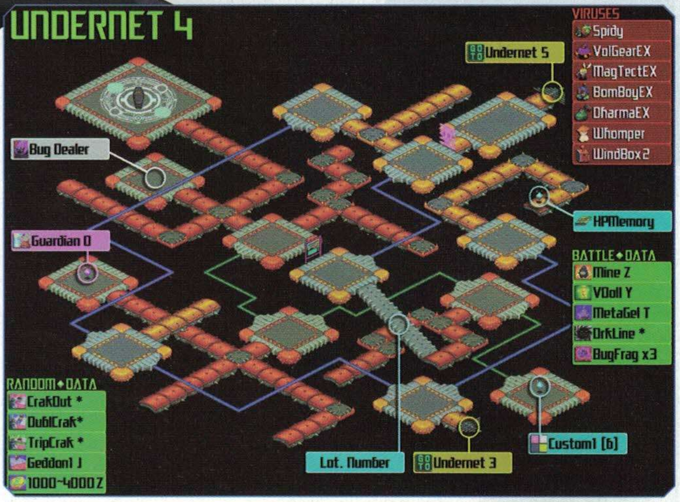
UNDERNET 2


RapidMAX [w]
V2
V3
VIRUSES
Spidy
ShrimpyEX
Tuby
WallaEX
LarkEX
Undernet 3
ExpMemry
Park Net 1
RANDOM◆DATA
Vulcan2 H
BigHamr1 R
Hole *
Invis *
1200~2800Z
BATTLE◆DATA
Mine Z
VDoll Y
MetaGel T
DrkLine *
BugFrag x3
Undernet 1

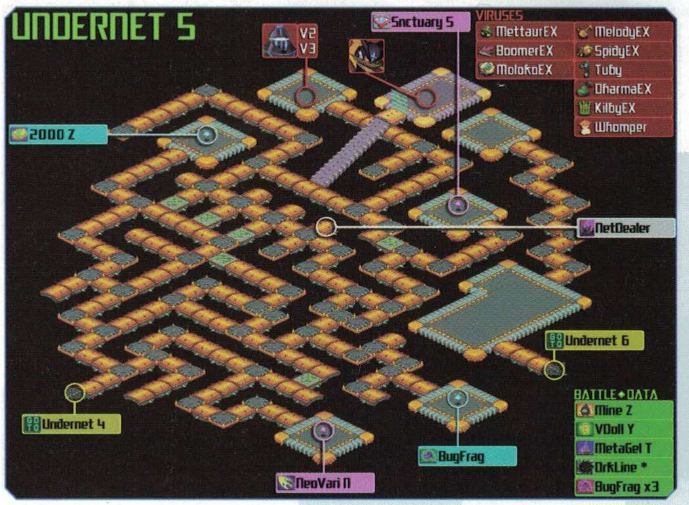
UNDERNET 3


Warp E
Undernet 6
Warp B
VIRUSES
BoomerEX
Elemperor
ShrimpyEX
KilbyEX
WindBox2
Undernet 4
Warp C
Warp A
Warp A
Sharo HP
RANDOM◆DATA
MiniBomb B
MiniBomb L
MiniBomb T
VarSword V
200~3000Z
HPMemory
Warp C
BATTLE◆DATA
Mine Z
VDoll Y
MetaGel T
DrkLine *
BugFrag x3
Warp B
Warp D
V2
V3
Warp D
Warp E
Recov120 Q
Undernet 2

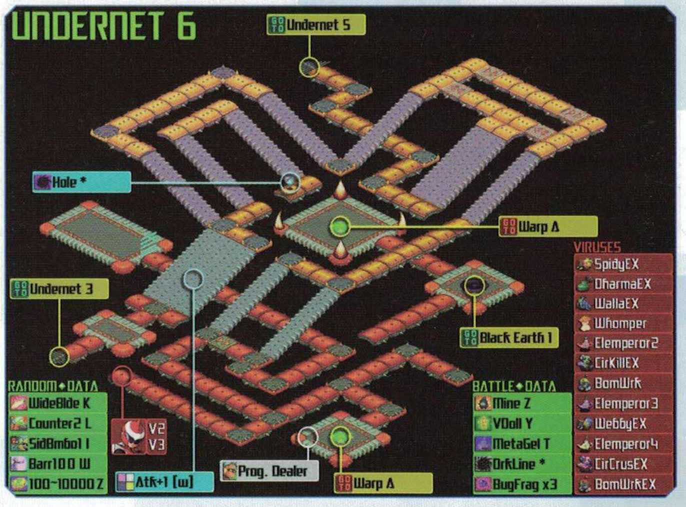
UNDERNET 4


VIRUSES
Spidy
VolGearEX
MagTectEX
BomBoyEX
DharmaEX
Whomper
WindBox2
Undernet 5
Bug Dealer
HPMemory
Guardian O
BATTLE◆DATA
Mine Z
VDoll Y
MetaGel T
DrkLine *
BugFrag x3
RANDOM◆DATA
CrakOut *
DublCrak*
TripCrak *
Geddon1 J
1000~4000Z
Lot. Number
Undernet 3
Custom1 [6]

UNDERNET 5


V2
V3
Snctuary 5
VIRUSES
MettaurEX
BoomerEX
MolokoEX
MelodyEX
SpidyEX
Tuby
DharmaEX
KilbyEX
Whomper
2000 Z
NetDealer
Undernet 6
Undernet 4
BATTLE◆DATA
Mine Z
VDoll Y
MetaGel T
DrkLine *
BugFrag x3
BugFrag
NeoVari N

UNDERNET 6


Undernet 5
Hole *
Warp A
VIRUSES
SpidyEX
DharmaEX
WallaEX
Whomper
Elemperor2
CirKillEX
BomWrk
Elemperor3
WebbyEX
Elemperor4
CirCrusEX
BomWrkEX
Undernet 3
Black Earth 1
RANDOM◆DATA
WideBlde K
Counter2 L
SidBmbo1 I
Barr100 W
100~10000Z
V2
V3
Atk+1 [w]
Prog. Dealer
Warp A
BATTLE◆DATA
Mine Z
VDoll Y
MetaGel T
DrkLine *
BugFrag x3

battle chips index - standard chips

Standard Chips make up the vast majority of your NetBattling options. From incredibly common to pretty darn rare, Standard Chips offer up a wide variety of uses.

The only limitation on Standard Chips is that you can have no more than four of a single type in a Folder, even if their Letter Codes are different. Aside from that, go nuts.

CHIP ACQUISITION LEGEND

GMD	Green Mystery Data	CTS	Chip Trader Special (red)
BMD	Blue Mystery Data	NT	Number Trader
PMD	Purple (locked) Mystery Data	BFT	BugFrag Trader
BGMD	Battle Green Mystery Data	HO	Higsby Order
ND	NetDealer	(H)	Hard Mode setting
BFD	BugFrag Dealer	(H2)	Extra Hard Mode setting
HCT	Higsby Chip Trader (green)	Red Sun or Blue Moon	

#001 CANNON

★

A Fldr1, -Folder, XtraFldr, HCT, CTS/ B Fldr1, XtraFldr, HCT, CTS, HO

C Town Area 3 NetDealer, HCT, CTS

* Town Area BGMD, SubFldr2, HCT, CTS

40 DMG

8 MB

A simple forward projectile attack.

#002 HICANNON

★★

C -Folder (H2), Sharo Area GMD, Higsby's, HCT, CTS, BFT

D -Folder (H2), Meteor Area 1 BMD, HCT, CTS, BFT, HO

E -Folder (H2), Town Area 3 BMD (H), ACDC 1 GMD (H), HCT, CTS, BFT

80 DMG

24 MB

A more powerful forward projectile attack.

#003 M-CANNON

★★★

E -Folder (H2), Meteor Area 3 BMD (H), ACDC Area 1 GMD (H2) BFT

F -Folder (H2), Colliseo Statue BMD (H), HCT, CTS, BFT, HO

G -Folder (H2), UnderNet 4 BMD (H), ACDC 1 GMD (H), HCT, CTS, BFT

120 DMG

40 MB

A very powerful forward projectile attack.

#004 AIRSHOT

★★

A Fldr1, -Folder, XtraFldr, HCT, CTS, HO/ S HCT, CTS

V HCT, CTS/ * Fldr2, SubFldr2, -Folder (H2), FamFldr, ACDC Area GMD, TownArea4 GMD, HCT, CTS

20 DMG

6 MB

Forward air attack. Pushes enemies back 1 panel on contact. Pushes obstacles completely across the field.

#005 VULCAN1

★★★

E HCT, CTS/ S SubFldr2, HCT, CTS, HO

V Fldr1, XtraFldr, HCT, CTS

* Fldr2, HCT, CTS

10 DMG

6 MB

Rapid-fire three-shot projectile attack. Shots also damage the panel behind the target.

#006 VULCAN2

★★

B ToyRobo 2 BMD, HCT, CTS, BFT

H Undernet 2 GMD, Netopia Area ND, HCT, CTS, BFT, HO

O Fldr2, -Folder (H2), HCT, CTS, BFT

10 DMG

18 MB

Rapid-fire five-shot projectile attack. Shots also damage the panel behind the target.

#007 VULCAN3

★★★

O Ticket Machine BMD (H), BFT

Y Undernet 2 GMD (H, H2), BFT, HO

W ToyRobo 4 BMD (H, H2), BFT

10 DMG

30 MB

Rapid-fire seven-shot projectile attack. Shots also damage the panel behind the target.

#008 SPREADER

★★

L FamFldr, TownArea1 GMD, Higsby's, HCT, CTS/ M FamFldr, ElTower 1 BMD, HCT, CTS, HO/ N FamFldr, Dome NetBattle Machine BMD, HCT, CTS

* Park Area BGMD, Town Area 1 GMD (H, H2), ACDC 2 ND, HCT, CTS

30 DMG

10 MB

Quick-fire forward projectile. Damages all eight panels surrounding target as well.

#009 HEATSHOT

★

B Fldr2, FamFldr, Spikey, SpikeyEX, HCT, CTS/ C Fldr2, FamFldr, Spikey, SpikeyEX, HCT, CTS, HO/ D FamFldr, ACDC Area 2 GMD, Spikey, Spikey EX, HCT, CTS/ * HCT, CTS

40 DMG

8 MB

A forward Fire-Element projectile attack. Also damages the panel behind the target.

#010 HEAT-V

★★

C Spikey2EX, CTS, BFT/ D Yumland Area GMD, ACDC Area 2 GMD (H), Spikey2, CTS, BFT, Higbsy Order

E Spikey2, Spikey2EX, CTS, BFT

70 DMG

22 MB

A forward Fire-Element projectile attack. Also damages the two panels diagonally behind the target.

#011 HEATSIDE

★★★

D Yumland Area GMD (H, H2), ACDC Area 2 GMD (H2), Spikey3, BFT

E Spikey3, Spikey3EX Order, BFT, HO

F Spikey3

100 DMG

44 MB

A forward Fire-Element projectile attack. Also damages the panels above and below the target.

#012 BUBBLER

★

P FamFldr, Town Area 3 GMD, Shrimpy, ShrimpyEX, HCT, CTS

Q FamFldr, ACDC Area 3 GMD, Shrimpy, HCT, CTS

R FamFldr, ShrimpyEX, ACDC Area 2 ND, HCT, CTS/ * HCT, CTS

50 DMG

12 MB

A forward Aqua-Element projectile attack. Also damages the panel behind the target.

#013 BUB-V

★★

C Shrimpy2, Shrimpy2EX, CTS, BFT

D Netopia Area GMD, Shrimpy2EX, CTS, BFT, HO

E ACDC Area 3 GMD (H), Town Area 3 GMD (H), Shrimpy2, CTS, BFT

80 DMG

22 MB

A forward Aqua-Element projectile attack. Also damages the two panels diagonally behind the target.

#014 BUBLSIDE

★★★

D Netopia Area GMD (H), Shrimpy3EX, BFT

E ACDC Area 3 GMD (H2), Town Area 3 GMD (H2), Shrimpy3, BFT, HO

F Shrimpy3, Shrimpy3EX, BFT

110 DMG

44 MB

A forward Aqua-Element projectile attack. Also damages the panels above and below the target.

#015 THUNDER1

★★

B Xfolder, Yumland Area GMD, Billy, BillyEX, HCT, CTS, HO

L ACDC Area 2 GMD, Billy, BillyEX, HCT, CTS

P Billy, BillyEX, HCT, CTS/ * BillyEX, HCT, CTS

40 DMG

7 MB

A slow Electric spark that homes in on the closest enemy.

#016 THUNDER2

★★

H Silly, SillyEX, CTS, BFT, HO

P ACDC Area 2 GMD (H), Silly, SillyEX, CTS, BFT

S Yumland Area GMD (H), Silly, SillyEX, Netopia CT, BFT

60 DMG

18 MB

A medium-speed Electric spark that homes in on the closest enemy.

#017 THUNDER3

★★★

I Killy, KillyEX, BFT, HO
T Yumland Area GMD (H2), Killy, KillyEX, BFT
W ACDC Area GMD (H2), Killy, KillyEX, BFT

80 DMG

33 MB

A fast-moving Electric spark that homes in on the closest enemy.

#018 WIDESHT1

★

C Fldr2, Lark, HCT, CTS
D Park Area 3 GMD, Lark, LarkEX, HCT, CTS, HO
E LarkEX, HCT, CTS/ * HCT, CTS

60 DMG

10 MB

A three-row-wide projectile attack. The wave dissipates when it hits any object.

#019 WIDESHT2

★★

L BarkEX, CTS, BFT
M Park Area 3 GMD (H), Bark, BarkEX, CTS, BFT, HO
N Bark, CTS, BFT

80 DMG

30 MB

A three-row-wide projectile attack. The wave dissipates when it hits any object.

#020 WIDESHT3

★★★

S Park Area 3 GMD (H2), TarkEX, BFT, HO
T NT, BFT
U Tark, BFT

100 DMG

50 MB

A three-row-wide projectile attack. The wave dissipates when it hits any object.

#021 FLMLINE1

★

F Town Area 2 GMD, VolGear, VolGearEX, HCT, CTS, OH
G NT, HCT, CTS/ H VolGear, VolGearEX, HCT, CTS
* Yumland Area GMD

70 DMG

18 MB

Creates a three-panel-wide wall of Fire two columns ahead of MegaMan.

#022 FLMLINE2

★★

D NetFrica Area GMD, VulGear, NT, BFT/ E VulGearEX, NT, BFT, HO
F Town Area 2 GMD (H), Yumland Area GMD (H), VulGear, VulGearEX, NT, BFT

120 DMG

26 MB

Creates a three-panel-wide wall of Fire two columns ahead of MegaMan.

#023 FLMLINE3

★★★

J NT, BFT/ K Town Area 2 GMD (H2), NetFrica Area GMD (H, H2), ValGear, ValGearEX, BFT, HO
L Yumland Area GMD (H2), ValGear, ValGearEX, BFT

170 DMG

54 MB

Creates a three-panel-wide wall of Fire two columns ahead of MegaMan.

#024 GUNSOL1

★★

A CTS, BFT
G Vampire Manor Django Statue, CTS, BFT, HO
M CTS, BFT/ * CTS, BFT

??? DMG

15 MB

Hold down A to rapidly drain HP of enemies two columns ahead. Does not damage Mystery Data, removes Dark Holes. Cannot be used by Dark MegaMan.

#025 GUNSOL2

★★★

B CTS, BFT
G Undernet 4 HeelNavi, CTS, BFT, HO
S CTS, BFT

??? DMG

25 MB

Hold down A to rapidly drain HP of enemies two columns ahead. Lasts longer than GunSol1. Does not damage Mystery Data, removes Dark Holes. Cannot be used by Dark MegaMan.

#026 GUNSOL3

★★★★

C BFT
G Django (Undernet 4), BFT, HO
T BFT

120+ DMG

35 MB

Hold down A to rapidly drain HP of enemies two columns ahead. Lasts longer than GunSol2. Does not damage Mystery Data, removes Dark Holes. Cannot be used by Dark MegaMan.

#027 BLIZZARD

★★

H Weather, Wither, HCT, CTS, BFT/ J Shard Area GMD, Weather, Wither, HCT, CTS, BFT, OH/ V Weather, HCT, CTS, BFT/ * FamFldr, Undernet 4 GMD (H2), WeatherEX

100 DMG

26 MB

T-shaped ice attack covering four Panels. Turns Panels to Ice Panels.

#028 HEATBRTH

★★

D Sharo Area GMD (H), Whomper, Wither, CTS, BFT
K Netopia ND, Whomper, CTS, BFT, OH/ O Whomper, Wither, CTS, BFT
* FamFldr, Undernet 4 GMD (H2), WeatherEX, CTS, BFT

90 DMG

30 MB

T-shaped flame attack covering four Panels. Turns Panels to Magma Panels.

#029 ELECSHOK

★★★

J Winger, CTS, BFT/ L Winger, Wither, CTS, BFT, HO
S Sharo Area GMD (H2), Winger, Wither, CTS, BFT
* FamFldr, Undernet 4 GMD (H2), WeatherEX, CTS, BFT

80 DMG

40 MB

T-shaped electric attack covering four Panels. Turns Panels to Cracked Panels.

#030 WOODPWDR

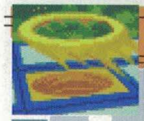
★★★

F Wonder, CTS, BFT/ T Wonder, Wither, CTS, BFT, HO
W FamFldr, Undernet 4 GMD (H2), Wonder, CTS, BFT
* Undernet 4 GMD (H2), WeatherEX, CTS, BFT

100 DMG

40 MB

T-shaped powder attack covering four Panels. Turns Panels to Grass Panels, confuses enemies.



#031 SANDRING

★

C HCT, CTS, BFT/ R HCT, CTS, BFT, HO
S HCT, CTS, BFT
* Town Area 1 BMD, Netopia Area GM, HCT, CTS, BFT

0 DMG

8 MB

A non-damaging projectile attack. Creates a Sand Whirlpool on the target's Panel.

#032 TWNFNG1

★

A Sharo Area GMD, Walla, WallaEX, CTS, HO
B Walla, WallaEX, CTS/ C Walla, WallaEX, CTS
* FamFldr, CTS

70 DMG

13 MB

Launches two fang projectiles, one each in the rows above and below MegaMan.

#033 TWNFNG2

★★

O WallandEX, CTS, BFT, OH
P Sharo Area GMD (H), Walland, CTS, BFT
Q Walland, WallandEX, CTS, BFT

100 DMG

26 MB

Launches two fang projectiles, one each in the rows above and below MegaMan.

#034 TWNFNG3

★★★

F WaldonEX, BFT, HO
G NT, BFT
H Sharo Area GMD (H2), Waldon, BFT

130 DMG

39 MB

Launches two fang projectiles, one each in the rows above and below MegaMan.

#035 ELEMFLAR

★★★

K Elemperor, ElemperorEX, CTS, BFT
N Elemperor, ElemperorEX, CTS, BFT, HO
P Elemperor, Elemperor5, CTS, BFT

100 DMG

24 MB

Flares across 3 Panels horizontally.

#036 ICEELEM

★★★

H Elemperor2, Elemperor5, CTS, BFT
Q Elemperor2, ElemperorEX, CTS, BFT, HO
V Elemperor2, Elemperor5, CTS, BFT

100 DMG

24 MB

Flares across 3 Panels horizontally.

#037 ELEMLEAF
★★★

80 DMG
24 MB

C Elemperor3, Elemperor5, BFT
D Elemperor3, ElemperorEX, BFT
I Elemperor3, ElemperorEX, BFT, HO

Flares across 3 Panels horizontally.

#038 ELEMSAND
★★★

120 DMG
24 MB

A Elemperor4, ElemperorEX, BFT, HO
L Elemperor4, Elemperor5, BFT/ S Elemperor4, Elemperor5, BFT
* BFT

Flares across 3 Panels horizontally.

#039 MAGBOLT1
★

90 DMG
18 MB

B Sharo Area GMD, MagTectEX, HCT, CTS
C MagTect, HCT, CTS, HO
D MagTect, MagTectEX, HCT, CTS/ * HCT, CTS

Pulls first enemy in MegaMan's row to leftmost Panel. Shocks the enemy if MegaMan is in the Panel next to it.

#040 MAGBOLT2
★★

110 DMG
28 MB

E Sharo Area GMD (H), MagTec+, CTS, BFT
F MagTec+EX, CTS, BFT, HO
G MagTec+, MagTec+EX, CTS, BFT

Pulls first enemy in MegaMan's row to leftmost Panel. Shocks the enemy if MegaMan is in the Panel next to it.

#041 MAGBOLT3
★★★

130 DMG
38 MB

A MagTecX, BFT
B MagTecXEX, BFT, HO
C Sharo Area GMD (H2), MagTecX, MagTecXEX, BFT

Pulls first enemy in MegaMan's row to leftmost Panel. Shocks the enemy if MegaMan is in the Panel next to it.

#042 TORNADO
★★★

20 DMG
22 MB

E HCT, CTS, BFT
L ACDC Area 2 ND, HCT, CTS, BFT, HO
T Undernet 5 GMD, Town Area BGMD, HCT, CTS, BFT

Unleashes a tornado two Panels in front of MegaMan. Hits 8 times.

#043 STATIC
★★★

20 DMG
30 MB

B CTS, BFT/ G CTS, BFT, HO/ Z Undernet 1 ND, CTS, BFT
* Netopia Area BGMD, NetFrica Area BGFD, Yumland Area BGMD, Sharo Area BGMD, CTS, BFT

Creates a tornado two Panels ahead. Creates more tornados in other Panels if MegaMan or enemies are buggy. Requires Dark MegaMan to use.

#044 MINIBOMB
★

50 DMG
5 MB

B Fldr1, Fldr2, -Folder, XtraFldr, Undernet 3 GMD, HCT, CTS, HO
L Fldr1, ACDC Area 1 GMD, Undernet 3 GMD, HCT, CTS/ T Undernet 3 GMD, HCT, CTS/ * Fldr2, Xfolder, -Folder (H), -Folder (H2), Teddy Bear BMD, HCT, CTS

MegaMan hurls a bomb three Panels ahead.

#045 ENERGBOM
★★★

40 DMG
11 MB

E ACDC Area 1 GMD (H), ACDC Area 2 ND, HCT, CTS
N Town Area 2 GMD, HCT, CTS, HO/ T Netopia Area GMD, HCT, CTS/ * -Folder (H2), HCT, CTS

MegaMan hurls a bomb three Panels ahead. Explodes 3 times.

#046 MEGENBOM
★★★★

60 DMG
30 MB

D -Folder (H2), ACDC Area 3 BMD (H2), ElTower 1 BMD (H), CTS, BFT/ J ACDC Area 1 GMD (H2), Town Area 2 (H, H2), Netopia Area GMD (H, H2), CTS, BFT, HO/ W Bank Program, CTS, BFT

MegaMan hurls a bomb three Panels ahead. Explodes 3 times.

#047 BALL
★★★

140 DMG
30 MB

B Park Area BGMD, HCT, CTS, BFT/ T Higsby flyer prize, HCT, CTS, BFT, HO/ V Town Area BGMD, Undernet 5 GMD, HCT, CTS, BFT
* HCT, CTS, BFT

MegaMan hurls a Cannonball 3 Panels ahead. Cracks the Panel beneath the target, and breaks empty Panels.

#048 BLKBOMB
★★★

210 DMG
55 MB

D Undernet 6 BMD (H), CTS, BFT
H Bank Program, CTS, BFT
Z Sharo Area PMD, CTS, BFT, HO

MegaMan throws a 100 HP Bomb three Panels ahead. Detonates and damages all eight surrounding Panels when hit by a Fire attack.

#049 GEYSER
★★★★

200 DMG
38 MB

B CTS, BFT, HO
L ACDC Area 2 PMD, CTS, BFT
V CTS, BFT

MegaMan throws a water bomb three Panels ahead. Creates Aqua Towers in all eight surrounding Panels if it lands in a hole. Only does 10 damage otherwise.

#050 BUGBOMB
★★★

0 DMG
30 MB

B -Folder (H2), Park Robo 2 BMD (H2), CTS, BFT
G Antenna 3 BMD, CTS, BFT, HO
Z CTS, BFT/ * Undernet 4 BMD (H), CTS, BFT

MegaMan hurls a bomb three Panels ahead. Causes bugs in all enemies in the surrounding eight panels.

#051 BINDER1
★

60 DMG
10 MB

C Melody, MelodyEX, HCT, CTS/ O Melody, MelodyEX, HCT, CTS, HO/ S -Folder (H2), Park Area 2 GMD, Melody, HCT, CTS/ * MelodyEX, HCT, CTS

Releases a Melody Virus that hits every other Panel in a straight horizontal line.

#052 BINDER2
★★

80 DMG
17 MB

A Hellody, HellodyEX, HCT, CTS, BFT
T -Folder (H2), Park 2 GMD (H), Hellody, HellodyEX, HCT, CTS, BFT, HO/
Y Hellody, HellodyEX, HCT, CTS, BFT

Releases a Melody Virus that hits every other Panel in a straight horizontal line.

#053 BINDER3
★★★

100 DMG
24 MB

E FelonyEX, BFT
I Park Area 2 GMD (H2), Felony, BFT, HO
O Felony, BFT

Releases a Melody Virus that hits every other Panel in a straight horizontal line.

#054 SWORD
★

80 DMG
9 MB

E Fldr2, Xfolder, HCT, CTS
L HCT, CTS
S Fldr1, -Folder, -Folder (H), XtraFldr, HCT, CTS, HO

Slices the Panel in front of MegaMan.

#055 WIDESWRD
★★

80 DMG
16 MB

E Fldr2, Xfolder, HCT, CTS
L HCT, CTS
S Fldr1, ACDC Area 2 GBD, XtraFldr, Xfolder, HCT, CTS, HO

Slashes three vertical Panels in front of MegaMan.

#056 LONGSWRD
★★★

80 DMG
25 MB

E Xfolder, Town Area 2 GMD, Town Area 4 GMD, HCT, CTS
L Undernet 1 GMD, HCT, CTS
S ElTower 2 BMD, HCT, CTS, HO

Slashes two Panels horizontally in front of MegaMan.

#057 WIDEBLDE

★★★★

C Bank Program, ElTower 2 BMD (H), CTS, BFT
K CTS, BFT
S Undernet 1 GMD (H, H2), CTS, BFT

130 DMG
38 MB

Slashes three vertical Panels in front of MegaMan.

#058 LONGBLDE

★★★★

G Higsby's, CTS, BFT, HO/ R Town 2 GMD (H2), Meteor 3 BMD (H2), Undernet 6 GMD (H, H2), CTS, BFT
S Bank Program, Undernet 1 RMD (H2), CTS, BFT

130 DMG
40 MB

Slashes two Panels horizontally in front of MegaMan.

#059 CUSTSWRD

★★★

B Xfolder, Town Area 3 PMD, Undernet 1 GMD (H, H2), CTS, BFT, HO/ P Town Area 4 GMD (H), CTS, BFT
S Undernet 1 GMD, Town Area 2 BMD (H2), CTS, BFT

??? DMG
20 MB

Slashes the panel in front of MegaMan. Damage is determined by fullness of Custom Gauge, up to 256 points. Does 0 damage if Gauge fills completely.

#060 VARSWRD

★★★★

C NT, CTS, BFT
J Bank Program, CTS, BFT
V Park Area 2 PMD, Undernet 3 GMD, Meteor 4 BMD, Town Area 4 GMD (H2), CTS, BFT

150 DMG
60 MB

Change slash by holding A and entering button combos. ↑→↓ = WideSwrd. ↓←↑→↓= LifeSwrd. ↓↘→ = LongSwrd. ←B→B = Sonic Boom. ←↙↓↘→ = FtrSword

#061 SLASHER

★★★

F CTS, BFT
H CTS, BFT
R Netopia Area ND, CTS, BFT, HO

240 DMG
18 MB

Hold down A to cut enemies entering MegaMan's side of the stage.

#062 WINDRACK

★★★

A Town 4 PMD, CTS, BFT, HO
L CTS, BFT
R CTS, BFT/ * Meteor 4 BMD (H2), CTS, BFT

100 DMG
23 MB

Slashes the column ahead with a WideSwrd range. Wind effect blows enemies and obstacles back.

#063 AIRHOC1

★

D DharmaEX, HCT, CTS, HO
E Park Area 1 GMD, HCT, CTS
F Dharma, HCT, CTS/ * Dharma, HCT, CTS

50 DMG
20 MB

Releases a diagonally-moving, ricocheting air hockey puck.

#064 AIRHOC2

★★

I KarmaEX, CTS, BFT, HO
J Park Area 1 GMD (H), Karma, CTS, BFT
K Karma, CTS, BFT

60 DMG
30 MB

Releases a diagonally-moving, ricocheting air hockey puck.

#065 AIRHOC3

★★★

U Dogma, BFT, HO
V NT, BFT
W Park Area 1 GMD (H2), DogmaEX, BFT

70 DMG
40 MB

Releases a diagonally-moving, ricocheting air hockey puck.

#066 COUNTER1

★★★

F Town Area 3 GMD, HCT, CTS
M HCT, CTS, HO/ T ACDC Area 3 GMD, Town Area 2 GMD, Game Console BMD, HCT, CTS/ * HCT, CTS

70 DMG
14 MB

Activate during enemy's "Counter Hit" animation to damage and enter Full Synchro.

#067 COUNTER2

★★★

B Park Area 2 GMD (H), CTS, BFT
H ACDC Area 3 GMD (H), Town Area 3 GMD (H), CTS, BFT, HO
L Undernet 6 GMD, Meteor 3 BMD, CTS, BFT/ * CTS, BFT

110 DMG
28 MB

Activate during enemy's "Counter Hit" animation to damage and enter Full Synchro.

#068 COUNTER3

★★★

A Park Area 2 GMD (H2), Undernet 6 GMD (H, H2), BFT
N ACDC Area 3 GMD (H2), Town Area 3 GMD (H2), BFT, HO
V Park Robo 1 BMD (H), BFT

150 DMG
42 MB

Activate during enemy's "Counter Hit" animation to damage and enter Full Synchro.

#069 BOOMER1

★

L Boomer, HCT, CTS
M Park Area 1 GMD, BoomerEX, HCT, CTS, HO
N Boomer, HCT, CTS/ * BoomerEX, HCT, CTS

60 DMG
16 MB

A Wood Boomerang attacks the outer Panels of the enemy area.

#070 BOOMER2

★★

L Gloomer, GloomerEX, CTS, BFT
M Park Area 1 GMD (H), GloomerEX, CTS, BFT, HO
N Gloomer, CTS, BFT

80 DMG
28 MB

A Wood Boomerang attacks the outer Panels of the enemy area.

#071 BOOMER3

★★★

S DoomerEX, BFT
T Park Area 1 GMD (H2), Doomer, DoomerEX, BFT, HO
U Doomer, BFT

100 DMG
40 MB

A Wood Boomerang attacks the outer Panels of the enemy area.

#072 SIDBMBO1

★

B Kilby, KilbyEX, HCT, CTS
I Undernet 6 GMD, Kilby, KilbyEX, HCT, CTS, HO
R Kilby, HCT, CTS/ * KilbyEX, HCT, CTS

80 DMG
14 MB

Attacks the top two Panels of columns with enemies in them.

#073 SIDBMBO2

★★

H KilburEX, CTS, BFT, HO
O Undernet 6 GMD (H), Kilbur, CTS, BFT
S Kilbur, CTS, BFT

110 DMG
22 MB

Attacks the top two Panels of columns with enemies in them.

#074 SIDBMBO3

★★★

A KilboEX, BFT, HO
F Kilbo, BFT
U Undernet 6 GMD (H2), Kilbo, BFT

140 DMG
30 MB

Attacks the top two Panels of columns with enemies in them.

#075 LANCE

★★★★

A Bank Program, CTS, BFT
G Yumland Area PMD, CTS, BFT, HO
R CTS, BFT/ * CTS, BFT

130 DMG
42 MB

Attacks the rightmost column of the enemy area. Pushes all targets into the middle column.

#076 WHITWEB1

★

D Spidy, CTS
L Spidy, CTS, HO
R SpidyEX, CTS/ * Spidy, SpidyEX, CTS

40 DMG
26 MB

Creates damaging webs in the top enemy row.

#077 WHITWEB2

★★

C WebbyEX, CTS, BFT, HO
E Webby, CTS, BFT
Y Webby, CTS, BFT/ * Webby, WebbyEX, CTS, BFT

40 DMG
36 MB

Creates damaging webs in the center enemy row.

#078 WHITWEB3

★★★

K ArachyEX, BFT, HO
O Arachy, BFT
V Arachy, BFT/ * Arachy, ArachyEX, BFT

40 DMG
46 MB

Creates damaging webs in the bottom enemy row.

#079 MOKORUS1

★

C MolokoEX, HCT, CTS
I Moloko, HCT, CTS
M Town Area 3 GMD, Moloko, HCT, CTS

60 DMG
14 MB

Three Moloko Viruses rush across the screen, one in each row. Targets are pushed back one Panel.

#080 MOKORUS2

★★

G MilkoEX, CTS, BFT
K Milko, CTS, BFT, HO
U Town Area 3 GMD (H), Milko, CTS, BFT

90 DMG
28 MB

Three Moloko Viruses rush across the screen, one in each row. Targets are pushed back one Panel.

#081 MOKORUS3

★★★

O Macko3EX, BFT
T Town Area 3 GMD (H2), Macko3, BFT
Y Macko3, BFT, HO

120 DMG
42 MB

Three Moloko Viruses rush across the screen, one in each row. Targets are pushed back one Panel.

#082 CIRCGUN1

★

H CirKill, CirKillEX, CTS
T CirKill, CirKillEX, CTS, HO
Z CirKill, CirKillEX, CTS

80 DMG
28 MB

Target grid circles enemy area. Press A to fire, attacks four Panels.

#083 CIRCGUN2

★★

D CirCrus, CirCrusEX, CTS, BFT
G CirCrus, CirCrusEX, CTS, BFT, HO
T CirCrus, CirCrusEX, CTS, BFT

100 DMG
40 MB

Target grid circles enemy area. Press A to fire, attacks four Panels.

#084 CIRCGUN3

★★★

J CirSmsh, CirSmshEX, BFT
M CirSmsh, CirSmshEX, BFT, HO
R CirSmsh, CirSmshEX, BFT

120 DMG
52 MB

Target grid circles enemy area. Press A to fire, attacks four Panels.

#085 SNAKE

★★★★

D Netopia Area BMD (H2), CTS, BFT
M Undernet 1 PMD, CTS, BFT, HO
R NT, CTS, BFT

20 DMG
60 MB

Snakes leap from holes in MegaMan's side of the field, one per hole. Does nothing if there are no holes.

#086 MAGNUM

★★★

H Park Area BGMD, BFT
Q BFT, HO/ V Netopia Area BGMD, NetFrica BGMD, Yumland BGMD, Sharo BGMD, BFT

130 DMG
52 MB

Shuffles three targeting grids between all enemy columns. Press A again to fire. Shots break empty Panels, and crack Panels with targets on them.

#087 BIGHAMR1

★

B Gaia, HCT, CTS
O Gaia, HCT, CTS
R Undernet 2 GMD, GaiaEX, HCT, CTS, HO

160 DMG
22 MB

Creates a Gaia Virus in front of MegaMan, which smashes the Panel in front of it. Cracks random Panels.

#088 BIGHAMR2

★★

G Undernet 2 GMD (H), Gaia+, CTS, BFT
J Gaia+, CTS, BFT, HO
W Gaia+EX, CTS, BFT

220 DMG
33 MB

Creates a Gaia Virus in front of MegaMan, which smashes the Panel in front of it. Cracks random Panels.

#089 BIGHAMR3

★★★

D GaiaMegaEX, BFT
V GaiaMega, BFT, HO
Z Undernet 2 GMD (H2), GaiaMega, BFT

280 DMG
44 MB

Creates a Gaia Virus in front of MegaMan, which smashes the Panel in front of it. Cracks random Panels.

#090 BOYBOMB1

★

E BomBoy, BomBoyEX, CTS
J BomBoy, BomBoyEX, CTS, HO
M BomBoy, BomBoyEX, CTS

220 DMG
30 MB

Creates a bomb in MegaMan's rightmost column. Can be pushed into the enemy field with AirShot. Damages all surrounding panels.

#091 BOYBOMB2

★★

I BomWrk, BomBoyEX2, CTS, BFT, HO
S BomWrk, BomBoyEX2, CTS, BFT
W BomWrk, BomBoyEX2, CTS, BFT

250 DMG
40 MB

Creates a bomb in MegaMan's rightmost column. Can be pushed into the enemy field with AirShot. Damages all surrounding panels.

#092 BOYBOMB3

★★★

G BomLab, BomLabEX, BFT, HO
T BomLab, BomLabEX, BFT
V BomLab, BomLabEX, BFT

280 DMG
50 MB

Creates a bomb in MegaMan's rightmost column. Can be pushed into the enemy field with AirShot. Damages all surrounding panels.

#093 TIMEBOMB

★★★

J Black Earth BGMD, HCT, BFT
K Undernet 5 GMD (H2), Town Area 3 ND, HCT, BFT, HO
L Town Area BGMD, HCT, BFT

150 DMG
55 MB

Creates a 50 HP Time Bomb in a random enemy Panel. Explodes after four seconds, damaging all enemy Panels.

#094 MINE

★★★

C Undernet 5 GMD (H2), BFT
H BFT
Z Undernet BGMD, BFT, HO

300 DMG
42 MB

Places a hidden Mine in a random enemy Panel. Explodes if an enemy steps into the Panel. Does not damage flying enemies.

#095 ROCKCUBE

★

* Xfolder, Park Robo 2 BMD, HCT, CTS, HO

0 DMG
6 MB

Places a 200 HP RockCube in front of MegaMan. If pushed into enemy, does damage equal to its HP.

#096 WIND

★★

* FamFldr, Town 4 GMD, Windbox, WindBox2, WindBox3, HCT, CTS, HO

0 DMG
10 MB

Places a 100 HP WindBox in front of MegaMan. Blows all enemies and obstacles to the rightmost column.

#097 FAN

★★

* FamFldr, Town 4 GMD, VacuumFan, VacuumFan2, VacuumFan3, HCT, CTS, HO

0 DMG

10 MB

Places a 100 HP VacuumFan in front of MegaMan. Pulls all enemies and obstacles to the leftmost enemy area column.

#098 FANFARE

★★

E Trumpy, HCT, CTS, BFT

G Trumpy, TrumpyEX, HCT, CTS, BFT, HO/ N Trumpy, HCT, CTS, BFT

* Xfolder, Undernet 4 GMD (H), HCT, CTS, BFT

0 DMG

20 MB

Places a 100 HP Trumpy Virus in MegaMan's field. MegaMan is invincible while it is playing.

#099 DISCORD

★★

D Tuby, TubyEX, HCT, CTS, BFT

T Tuby, HCT, CTS, BFT, HO/ V Tuby, HCT, CTS, BFT

* Undernet 4 GMD (H), HCT, CTS, BFT

0 DMG

20 MB

Places a 100 Tuby Virus in MegaMan's field. Enemies are confused while it is playing.

#100 TIMPANI

★★

P Tromby, TrombyEX, BFT/ T Tromby, BFT, HO

Z Tromby, BFT

* Undernet 4 GMD (H), BFT

0 DMG

20 MB

Places a 100 HP Tromby Virus in MegaMan's field. Enemies are immobilized while it is playing.

#101 SILENCE

★★

C MuteAnt, HCT, CTS, BFT/ M MuteAnt, MuteAntEX, HCT, CTS, BFT, HO/

R MuteAnt, HCT, CTS, BFT

* Undernet 4 GMD (H), HCT, CTS, BFT

0 DMG

20 MB

Places a 100 HP MuteAnt Virus in MegaMan's field. Enemies are blind wile it is playing.

#102 VDOLL

★★★★

I BFT

O BFT

Y Undernet BGMD, BFT, HO

10 DMG

58 MB

Throws a straw decoy three Panels ahead. Returns damage done to it back on attacker. Creates a Dark Hole.

#103 GUARD1

★

A Mettaur, MettaurEX, HCT, CTS / L Mettaur, MettaurEX, HCT, CTS, HO

V Mettaur, MettaurEX, HCT, CTS

* XtraFldr, Town Area 1 GMD, NetFrica Area GMD, MettaurEX, HCT, CTS

50 DMG

4 MB

Briefly creates a shield that blocks all attacks. Creates a horizontal Shockwave counterattack.

#104 GUARD2

★★

C Mettaur2, Mettaur2EX, CTS, BFT/ G Mettaur2, Mettaur2EX, CTS, BFT, HO/ P Mettaur2, Mettaur2EX, CTS, BFT/ * Town Area 1 GMD (H), NetFrica Area GMD (H), Mettaur2EX, CTS, BFT

80 DMG

10 MB

Briefly creates a shield that blocks all attacks. Creates a horizontal Shockwave counterattack.

#105 GUARD3

★★★

F Mettaur3, Mettaur3EX, BFT/ R Mettaur3, Mettaur3EX, BFT, HO

T Mettaur3, Mettaur3EX, BFT

* Town Area 1 GMD (H2), NetFrica Area GMD (H2), Mettaur3EX, BFT

110 DMG

16 MB

Briefly creates a shield that blocks all attacks. Creates a horizontal Shockwave counterattack.

#106 CRAKOUT

★

* Fldr1, -Folder, XtraFldr, ACDC Area 1 GMD, Town Area 1 GMD, Undernet 4 GMD, HCT, CTS, HO

0 DMG

4 MB

Breaks the Panel in front of MegaMan. Only cracks it if there is an object on the Panel.

#107 DUBLCRAK

★

B HCT, CTS, BFT/ L HCT, CTS, BFT/ R HCT, CTS, BFT/* ACDC Area BGMD, Park Area 2 GMD, Undernet 4 GMD, ACDC Area 1 GMD (H), Town Area 1 GMD (H), HCT, CTS, BFT, HO

0 DMG

7 MB

Breaks two horizontal Panels in front of MegaMan. Only cracks them if there are objects on the Panels.

#108 TRIPCRAK

★

B HCT, CTS, BFT/ L HCT, CTS, BFT/ R HCT, CTS, BFT/ * Higsby flyer prize, Park Area 1 GMD, Undernet 4 GMD, ACDC Area 1 BMD (H), ACDC GMD (H3), Town Area 1 GMD (H2), HCT, CTS, BFT, HO

0 DMG

10 MB

Breaks three vertical Panels in front of MegaMan. Only cracks them if there are objects on the Panels.

#109 RECOV10

★

A Fldr1, -Folder, XtraFldr, HCT, CTS, HO

L Fldr1, -Folder, HCT, CTS/ N HCT, CTS

* ACDC Area 1 GMD, Park Area 1 GMD, HCT, CTS

0 DMG

8 MB

Restores 10 Hit Points.

#110 RECOV30

★★

F HCT, CTS, HO/ H HCT, CTS

R ACDC Area 3 GMD, Town Area 3 BMD, HCT, CTS

* HCT, CTS

0 DMG

16 MB

Restores 30 Hit Points.

#111 RECOV50

★

E Fldr2, HCT, CTS, HO/ L HCT, CTS/ S Dome Drink Machine BMD, HCT, CTS/ * Yumland Area GMD, ACDC Area 1 GMD (H), ACDC Area 3 GMD (H), Park Area 1 GMD (H), HCT, CTS

0 DMG

24 MB

Restores 50 Hit Points.

#112 RECOV80

★

B NetFrica Area GMD, Town Area 3 ND, HCT, CTS, HO

J Park Robo 4 BMD, HCT, CTS/ O HCT, CTS

* Undernet 1 GMD, Yumland Area GMD (H), HCT, CTS

0 DMG

32 MB

Restores 80 Hit Points.

#113 RECOV120

★★

F Meteor 4 BMD, NetFrica Area GMD (H), HCT, CTS, BFT, HO/ J Higsby's, HCT, CTS, BFT/ Q Undernet 3 BMD, HCT, CTS, BFT/ * Bank Program, Undernet 1 GMD (H), Park Area 1 GMD (H2), Yumland Area GMD (H2), HCT, CTS, BFT

0 DMG

40 MB

Restores 120 Hit Points.

#114 RECOV150

★★★

C FamFldr, Park Robo 2 BMD (H), CTS, BFT

T Ticket Machine BMD (H2), Undernet 1 GMD (H2), CTS, BFT

Z Angel Statue BMD, NetFrica Area GMD (H2), CTS, BFT

0 DMG

48 MB

Restores 150 Hit Points.

#115 RECOV200

★★★

H ACDC Area 1 GMD (H2), ACDC Area 3 GMD (H2), BFT, HO

M Meteor 1 BMD (H), BFT

W Bank Program, BFT

0 DMG

56 MB

Restores 200 Hit Points.

#116 RECOV300

★★★★

J NT, BFT, HO

N BFT

Y BFT

0 DMG

64 MB

Restores 300 Hit Points.

#117 REPAIR

★

I HCT, CTS, BFT
P Netopia Area ND, HCT, CTS, BFT, HO
R HCT, CTS, BFT/ * HCT, CTS, BFT

0 DMG

5 MB

Restores HP of an obstacle MegaMan has placed. Obstacle must be in the Panel in front of MegaMan.

#118 PANLGRAB

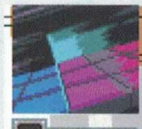
★

K HCT, CTS/ O HCT, CTS/ Y HCT, CTS, HO
* Stereo BMD, Town Area 1 GMD, Park Area 2 GMD, HCT, CTS

10 DMG

6 MB

Steals one Panel from the left edge of the enemy area. Does 10 damage if an enemy is in the Panel, but does not change the Panel.



#119 AREAGRAB

★

E Fldr2, HCT, CTS, BFT/ M NetFrica Area GMD, HCT, CTS, BFT/ S Fldr1, ACDC Area 2 GMD, HCT, CTS, BFT, HO
* SubFldr2, -Folder (H2), HCT, CTS, BFT

10 DMG

8 MB

Steals the left column of the enemy area. Does 10 damage if an enemy is in a Panel, but does not change the Panel.

#120 METAGEL

★★★★

K Undernet 5 ND, BFT, HO/ T Undernet BGMD, BFT
Z Netopia Area BGMD, NetFrica Area BGMD, Yumland Area BGMD, Sharo Area BGMD, BFT

120 DMG

52 MB

Steals left enemy column, damaging any enemies in the Panels.

#121 GRABBACK

★★★

E Town Area 1 GMD (H2), HCT, CTS
K HCT, CTS, HO
P Netopia Area ND, HCT, CTS

??? DMG

24 MB

Activate after enemy steals Panels. Does 30 damage to all enemies for every stolen Panel.

#122 GRABRVNG

★★★★

D Town Area 4 PMD (H2), BFT
J BFT, HO
N Bank Program, BFT

??? DMG

48 MB

Activate after enemy steals Panels. Does 50 damage to all enemies for every stolen Panel.

#123 PNLRETRN

★★

* Higsby's, Xfolder, HCT, CTS, HO

0 DMG

14 MB

Restores all of MegaMan's Panels to normal.

#124 GEDDON1

★★★

J Undernet 4 GMD, HCT, CTS
K Xfolder, Netopia Area GMD, HCT, CTS
W Meteor 1 BMD, HCT, CTS, HO

0 DMG

34 MB

Cracks all Panels on both sides.

#125 GEDDON2

★★★

N Higsby's, CTS, BFT
T Netopia Area GMD (H), CTS, BFT
Y Bank Program, CTS, BFT

0 DMG

47 MB

Destroys all unoccupied Panels on both sides.

#126 GEDDON3

★★★★

H BFT
Q Netopia Area GMD (H2), BFT
U Undernet 4 BFD, BFT, HO

0 DMG

62 MB

Turns all Panels on both sides to Poison Panels.

#127 SLOGAUGE

★★★

E Undernet 1 ND, CTS, BFT, HO
H CTS, BFT/ V CTS, BFT
* CTS, BFT

0 DMG

22 MB

Slows down the Custom Gauge's refill rate.

#128 FSTGAUGE

★

I CTS, BFT
Q Undernet 1 ND, CTS, BFT, HO
U CTS, BFT/ * Black Earth BGMD, CTS, BFT

0 DMG

32 MB

Quickens the Custom Gauge's refill rate.

#129 BLINDER

★★

* Town Area 2 PMD, HCT, CTS, BFT, HO

0 DMG

9 MB

Enemies cannot see MegaMan to direct their attacks.

#130 NRTHWIND

★★★

E Meteor 2 BMD (H), CTS, BFT/ N CTS, BFT
T Undernet 1 GMD, Undernet 1 ND, CTS, BFT, HO
* CTS, BFT

0 DMG

33 MB

Removes all enemy defensive Auras.

#131 HOLYPANL

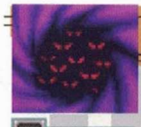
★★

* Angel Statue BMD (H2), Park Area 3 ND, HCT, CTS, BFT, HO

0 DMG

24 MB

Creates a Holy Panel in front of MegaMan.



#132 HOLE

★★★

* Undernet 2 GMD, Undernet 6 BMD, BFT, HO

0 DMG

23 MB

Creates a Dark Hole in front of MegaMan. Requires Dark MegaMan to activate.

#133 INVIS

★★★

* FamFldr, Town Area 2 BMD, Town Area 2 GMD, Park Area 3 GMD, Undernet 2 GMD, Town Area 3 ND, HCT, CTS, BFT, HO

0 DMG

12 MB

Temporarily makes enemy attacks move right through MegaMan.

#134 POPUP

★★★

J CTS, BFT/ P Park Area BGMD, CTS, BFT, NO
Y CTS, BFT/ * Netopia Area BGMD, NetFrica Area BGMD, Yumland Area BGMD, Sharo Area BGMD, CTS, BFT

0 DMG

21 MB

MegaMan drops into a portable hole to move around, where he is invincible. MegaMan is vulnerable when he attacks, however.

#135 BARRIER

★★

A XtraFldr, Dog House BMD, HCT, CTS
D HCT, CTS, HO/ Z HCT, CTS
* Xfolder, Park Area 3 GMD, HCT, CTS

0 DMG

7 MB

Creates a barrier that nullifies one enemy attack.

#136 BARR100

★★★

P Chariot Statue BMD (H2), CTS, BFT
Q Park Area 3 GMD (H), CTS, BFT, HO
W NetFrica Area BMD, Undernet 6 GMD, CTS, BFT

0 DMG

27 MB

Creates a barrier that nullifies all attacks less than 100 damage.

#137 BARR200

★★★★

I Bank Program, BFT
O Undernet 6 GMD (H, H2), Park Area 3 GMD (H2), BFT, HO
U Undernet 2 BMD (H), BFT

0 DMG

47 MB

Creates a barrier that nullifies all attacks less than 200 damage.

#138 ANTIFIRE

★★★

K Undernet 3 BMD (H), BFT, OH

200 DMG

58 MB

Trap Chip that damages first enemy that uses a Fire attack.

#139 ANTIAQUA

★★★

D Town Area 4 PMD (H), BFT, OH

200 DMG

54 MB

Trap Chip that damages first enemy that uses an Aqua attack.

#140 ANTIELEC

★★★

H ACDC Area 2 PMD (H), BFT, OH

200 DMG

59 MB

Trap Chip that damages first enemy that uses an Electric attack.

#141 ANTIWOOD

★★★

M ACDC Area 2 PMD (H2), BFT, OH

200 DMG

55 MB

Trap Chip that damages first enemy that uses a Wood attack.

#142 ANTIDMG

★★★

K BFT
M Town Area 2 BMD (H), BFT, HO
R Park Area 3 ND, BFT

120 DMG

31 MB

Trap Chip that hurls shuriken into the enemy field if MegaMan is hit.

#143 ANTISWRD

★★★

C BFT, HO/ I BFT
N Park Area 1 BMD, BFT
* BFT

100 DMG

43 MB

Trap Chip that damages first enemy that uses a Sword attack.

#144 ANTINAVI

★★★★

J BFT
M Undernet 5 ND, BFT, HO
T Bank Program, BFT

??? DMG

44 MB

For linked-GBA NetBattles only. Turns opponent's NaviChip attack back at them.

#145 ANTIRECV

★★★

B BFT/ D NetFrica Area BMD (H), BFT, HO
G BFT
* BFT

??? DMG

37 MB

Cancels enemy's Recovery, and damages for double intended Recovery amount.

#146 COPYDMG

★★

* ACDC Area 3 BMD, Town Area 3 GMD, HCT, CTS, HO

0 DMG

12 MB

Highlights one enemy. While highlight is active, damage done to another enemy is duplicated on highlighted enemy.

#147 LIFESYNC

★★

N Higsby flyer prize, HCT, CTS, BFT
Q Higsby's, HCT, CTS, BFT, HO
Y HCT, CTS, BFT

??? DMG

12 MB

All enemies' HP are dropped to the same amount as targeted enemy.

#148 ATK+10

★

* Fldr1, Fldr2, -Folder, SubFldr2, -Folder (H2), XtraFldr, Xfolder, ACDC Area 3 GMD, Park Area 3 GMD, HCT, CTS, HO

0 DMG

6 MB

Adds 10 damage to the previously-selected offensive Battle Chip. Multiple Atk+10s can be added to one Chip.

#149 NAVI+20

★★★

* Undernet 4 BFD, CTS, BFT, HO

0 DMG

36 MB

Adds 20 damage to the previously-selected Navi Chip. Multiple Navi+20s can be added to one NaviChip.

#150 COLORPNT

★★

* Park Area 3 PMD, ACDC Area 3 GMD (H, H2), Town Area 1 GMD (H), Park Area 2 BMD (H2), NT, HCT, CTS, BFT, HO

0 DMG

25 MB

Sacrifices rightmost column of MegaMan's area. Adds 10 damage per Panel lost to next Battle Chip.

battle chips index - mega chips

Mega Chips are rare, and they are much more powerful than the Standard Chips. You can only have five of them in your Folder at once, unless you use certain Customizer Programs. Also, you are only allowed one copy of any Mega Chip.

#001 SUPRVULC

★★★★

V SubFldr3, FamFldr, Higsby's, BFT, HO

10 DMG

75 MB

A rapid-fire twelve-shot projectile attack. Also damages the panel behind the target.

#003 SHOTSTAR

★★★★★

R Park Area 3 BFD, BFT, HO

40 DMG

73 MB

Unleashes a rain of 30 meteors into enemy area, attacking random panels.

#004 GODHAMMR

★★★★

G Undernet 1 PMD (H), BFT, HO

250 DMG

68 MB

Creates a Gaia Virus in front of MegaMan that damages all on-screen enemies when its hammer falls.

#005 GUARDIAN

★★★★

O Undernet 4 PMD, BFT, HO

200 DMG

64 MB

Places a Guardian statue in the panel front of MegaMan. Counterattacks if struck by an attack, even if MegaMan hits it.

#006 JEALOUSY

★★★★

J ACDC Area 3 BMD, BFT, HO

80 DMG

35 MB

Damages all opponents that have Battle Chips. Damage is multiplied by the number of Chips.

#007 BUGCHAIN

★★★★

ND, BFT, HO
* Black Earth BGMD, BFT

59 MB

C Undernet 5

Transmits any bugs in MegaMan's programming into enemies.
0 DMG

#008 BUGFIX

★★★★

B Yumland Area PMD (H), BFT, HO
* Meteor 3 BMD (H2), BFD

0 DMG

62 MB

Deletes all programming bugs in MegaMan. Cannot be used by Dark MegaMan.

#009 FULLCUST

★★★★

* Maze 12 BMD, BFT, HO

0 DMG

45 MB

Instantly fills up the Custom Meter.

#010 LIFEAURA

★★★★★

D Black Earth 1 BMD (H2), BFT, HO

0 DMG

70 MB

Creates a barrier that nullifies all enemy attacks that do less than 200 points of damage.

#002 NEOVARI

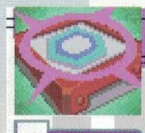
★★★★★

N Undernet 5 PMD, BFT, HO

240 DMG

74 MB

Shape-changing Sword. Hold A and press ↑ B ↓ B ↑ for Double LifeSwrd, ↓ → ↑ for CrosSwrd, ← → ← B for Super Sonic.



#011 SNCTUARY

★★★★

S Undernet 5 PMD (H2), BFT, HO

0 DMG

62 MB

Changes all Panels on MegaMan's side of the battlefield to Holy Panels.

#012 ATK+30

★★★★

* Undernet 5 ND, BFT, HO

0 DMG

66 MB

Adds 30 points of damage to the previous Battle Chip.

#013 DBLPOINT

★★★★

* Park Area 3 PMD (H), BFT, HO

0 DMG

50 MB

Sacrifices Panels from MegaMan's right column, adding 20 damage each to the next Battle Chip.

#014 MURAMASA

★★★★★

M Undernet 5 HeelNavi SP, BFT, HO

??? DMG

81 MB

A sword attack with damage equal to amount of HP MegaMan has lost. Requires a Hole or Dark MegaMan to activate.

#015 ANUBIS

★★★★★

A Undernet 5 HeelNavi SP, BFT, HO

10 DMG

86 MB

Drops a 500 HP Anubis statue in front of MegaMan. Blows poison smoke into the enemy field, doing constant damage. Requires a Hole or Dark MegaMan to activate.

#016 ELEMDARK

★★★★

E ElemperorEX, BFT, HO

220 DMG

38 MB

Creates a line of Poison Panels across MegaMan's row. Requires a Hole or Dark MegaMan to activate.

#017 BLAKWING

★★★★

W Undernet 5 HeelNavi, BFT, HO

20 DMG

58 MB

Releases multiple bats that fly down each enemy column. Requires a Hole on field or Dark MegaMan to activate.

#018 DRKLINE

★★★★

L Undernet 4 PMD (H), BFT, HO
* Undernet BGMD, BFT

0 DMG

59 MB

Creates a line of Dark Holes in the column MegaMan is standing on, activating and empowering certain Chips.

battle chips index - navi chips

Navi Chips are powerful Battle Chips that halt the action, and summon a Navi to perform an attack in MegaMan's stead. Navi Chips are technically Mega-Class Chips and share the same numbering order, but they are listed separately here for convenience.

Facing the SP versions of the Navis on the net can increase SP Navi Chip damage ratings. The faster you delete them, the greater the bonus to that Navi's SP Chip.

DS Navi Chips can be obtained by defeating SP Navis with an S-Ranking while Dark Holes are in the field. These Chips do more damage by having multiple Dark Holes active.

#019 ROLL

★★★★

R Roll V2, Roll V3, Roll SP, HO

Roll attacks the closest enemy with her Roll Whip attack, then heals MegaMan. Strikes three times.

20 DMG

28 MB

#020 ROLLSP

★★★★★

R Roll SP, HO

Roll attacks the closest enemy with her Roll Whip attack, then heals MegaMan. Strikes three times.

30+ DMG

60 MB

#021 ROLLDS

★★★★★

R Roll SP, Roll DS, HO

Roll attacks the closest enemy with her Roll Whip attack, then heals MegaMan. Strikes three times.

30+ DMG

60 MB

#022 GUTSMAN

★★★★

G GutsMan V2, GutsMan V3, GutsMan SP, HO

GutsMan smashes the Panel in front of him, cracks random Panels, and causes rubble to strike random Panels.

80 DMG

32 MB

#023 GUTSMNSP

★★★★★

G GutsMan SP, HO

GutsMan smashes the Panel in front of him, cracks random Panels, and causes rubble to strike random Panels.

100+ DMG

68 MB

#024 GUTSMNDS

★★★★★

G GutsMan SP, GutsMan DS, HO

GutsMan smashes the Panel in front of him, cracks random Panels, and causes rubble to strike random Panels.

100+ DMG

68 MB

#025 WINDMAN

★★★★

W WindMan V2, WindMan V3, WindMan SP, HO

WindMan throws a tornado that circles the outer Panels of the enemy area.

40 DMG

48 MB

#026 WINDMNSP

★★★★

W WindMan SP, HO

WindMan throws a tornado that circles the outer Panels of the enemy area.

50+ DMG

64 MB

#027 WINDMNDS

★★★★★

W WindMan SP, WindMan DS, HO

WindMan throws a tornado that circles the outer Panels of the enemy area.

50+ DMG

64 MB

#028 SERCHMAN

★★★★

S SearchMan V2, SearchMan V3, SearchMan SP, HO

Target grid scopes enemy Area. Press A to fire, hits five times. Press A & B to destroy enemy Chips

20 DMG

45 MB

#029 SRCHMNSP

★★★★★

S SearchMan SP, HO

Target grid scopes enemy Area. Press A to fire, hits five times. Press A & B to destroy enemy Chips.

25+ DMG

70 MB

#030 SRCHMNDS

★★★★★

S SearchMan SP, SearchMan DS, HO

Target grid scopes enemy Area. Press A to fire, hits five times. Press A & B to destroy enemy Chips

25+ DMG

70 MB

#031 FIREMAN

★★★★

F FireMan V2, FireMan V3, FireMan SP, HO

FireMan uses his Fire Arm attack. Press ↓ → to turn Panels in the path of fire to Lava Panels.

100 DMG

36 MB

#032 FIREMNSP

★★★★★

F FireMan SP, HO

FireMan uses his Fire Arm attack. Press ↓ → to turn Panels in the path of fire to Lava Panels.

150+ DMG

72 MB

#033 FIREMNDS

★★★★★

F FireMan SP, FireMan DS, HO

FireMan uses his Fire Arm attack. Press ↓ → to turn Panels in the path of fire to Lava Panels.

150+ DMG

72 MB

#034 THUNMAN

★★★★

T ThunderMan V2, ThunderMan V3, ThunderMan SP, HO

Lightning strikes the column three panels ahead. Breaks empty Panels, cracks occupied Panels.

90 DMG

48 MB

#035 THUNMNSP ★★★★

T ThunderMan SP, HO

Lightning strikes the column three panels ahead. Breaks empty Panels, cracks occupied Panels.

120+ DMG
68 MB

#036 THUNMNDS ★★★★★

T ThunderMan SP, ThunderMan DS, HO

Lightning strikes the column three panels ahead. Breaks empty Panels, cracks occupied Panels.

120+ DMG
68 MB

#019 PROTOMAN ★★★★

B ProtoMan V2, ProtoMan V3, ProtoMan SP, HO

ProtoMan steps forward column-by-column, slicing enemies. Can only move one Panel diagonally up or down.

100 DMG
54 MB

#020 PROTOMSP ★★★★★

B ProtoMan SP, HO

ProtoMan steps forward column-by-column, slicing enemies. Can only move one Panel diagonally up or down.

140+ DMG
79 MB

#021 PROTOMDS ★★★★★

B ProtoMan SP, ProtoMan DS, HO

ProtoMan steps forward column-by-column, slicing enemies. Can only move one Panel diagonally up or down.

140+ DMG
79 MB

#022 NUMBRMAN ★★★★

N NumberMan V2, NumberMan V3, NumberMan SP, HO

NumberMan throws a DiceBomb into the enemy field. The damage is multiplied by the number rolled on the dice. Damages all surrounding Panels.

30+ DMG
33 MB

#023 NUMBMNSP ★★★★

N NumberMan SP, HO

NumberMan throws a DiceBomb into the enemy field. The damage is multiplied by the number rolled on the dice. Damages all surrounding Panels.

40+ DMG
66 MB

#024 NUMBMNDS ★★★★

N NumberMan SP, NumberMan DS, HO

NumberMan throws a DiceBomb into the enemy field. The damage is multiplied by the number rolled on the dice. Damages all surrounding Panels.

40+ DMG
66 MB

#025 METALMAN ★★★★

M MetalMan V2, MetalMan V3, MetalMan SP, HO

MetalMan smashes the Panel in front of him. Hold A and use the directional button to change the Panel he attacks.

160 DMG
52 MB

#026 METLMNSP ★★★★★

M MetalMan SP, HO

MetalMan smashes the Panel in front of him. Hold A and use the directional button to change the Panel he attacks.

200+ DMG
74 MB

#027 METLMNDS ★★★★★

M MetalMan SP, MetalMan DS, HO

MetalMan smashes the Panel in front of him. Hold A and use the directional button to change the Panel he attacks.

200+ DMG
74 MB

#028 JUNKMAN ★★★★

J JunkMan V2, JunkMan V3, JunkMan SP, HO

JunkMan hurls all obstacles at closest enemy.

100 DMG
80 MB

#029 JUNKMNSP ★★★★★

J JunkMan SP, HO

JunkMan hurls all obstacles at closest enemy.

100+ DMG
80 MB

#030 JUNKMNDS ★★★★★

J JunkMan SP, JunkMan DS, HO

JunkMan hurls all obstacles at closest enemy.

100+ DMG
80 MB

#031 AQUAMAN ★★★★

A AquaMan V2, AquaMan V3, AquaMan SP, HO

AquaMan summons his Watergun, with a two-Panel range.

70 DMG
41 MB

#032 AQUAMNSP ★★★★★

A AquaMan SP, HO

AquaMan summons his Watergun, with a two-Panel range.

80+ DMG
63 MB

#033 AQUAMNDS ★★★★★

A AquaMan SP, AquaMan DS, HO

AquaMan summons his Watergun, with a two-Panel range.

80+ DMG
63 MB

#034 WOODMAN ★★★★

W WoodMan V2, WoodMan V3, WoodMan SP, HO

WoodMan creates random Wood Towers in enemy field.

130 DMG
50 MB

#035 WOODMNSP ★★★★

W WoodMan SP, HO

WoodMan creates random Wood Towers in enemy field.

150+ DMG
76 MB

#036 WOODMNDS ★★★★

W WoodMan SP, WoodMan DS, HO

WoodMan creates random Wood Towers in enemy field.

150+ DMG
76 MB

★★★★

#037 TOPMAN

T OmkFldr2, TopMan V2, TopMan V3, TopMan SP, BFT, HO

TopMan hits 3 Panels ahead with two Little Spinners and the Grinding Top.

20 DMG

54 MB

★★★★★

#038 TOPMNSP

T TopMan SP, HO

TopMan hits 3 Panels ahead with two Little Spinners and the Grinding Top.

30+ DMG

71 MB

★★★★★

#039 TOPMNDS

T Black Earth 1 GMD, TopMan SP, TopMan DS, BFT, HO

TopMan hits 3 Panels ahead with two Little Spinners and the Grinding Top.

30+ DMG

71 MB

★★★★

#040 BURNMAN

B FamFldr, BurnMan V2, BurnMan V3, BurnMan SP, BFT, HO

An attack that burns in a three-wide by three-tall cross-pattern.

60 DMG

46 MB

★★★★★

#041 BURNMNSP

B BurnMan SP, HO

An attack that burns in a three-wide by three-tall cross-pattern.

70+ DMG

69 MB

★★★★★

#042 BURNMNDS

B Black Earth 1 GMD, BurnMan SP, BurnMan DS, BFT, HO

An attack that burns in a three-wide by three-tall cross-pattern.

70+ DMG

69 MB

★★★★

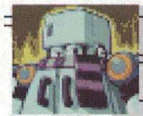
#043 COLDMAN

C ColdMan V2, ColdMan V3, ColdMan SP, BFT, HO

ColdMan pushes an Ice Block into the enemy field.

100 DMG

53 MB



★★★★★

#044 COLDMNSP

C ColdMan SP, HO

ColdMan pushes an Ice Block into the enemy field.

130+ DMG

72 MB

★★★★★

#045 COLDMNDS

C Black Earth 1 GMD, ColdMan SP, ColdMan DS, BFT, HO

ColdMan pushes an Ice Block into the enemy field.

130+ DMG

72 MB

★★★★

#046 SPARKMAN

S OmkFldr2, SparkMan V2, SparkMan V3, SparkMan SP, BFT, HO

SparkMan unleashes the Spark Wave attack.

70 DMG

55 MB

★★★★★

#047 SPRKMNSP

S SparkMan SP, HO

SparkMan unleashes the Spark Wave attack.

100+ DMG

77 MB

★★★★★

#048 SPRKMNDS

S Black Earth 1 GMD, SparkMan SP, SparkMan DS, BFT, HO

SparkMan unleashes the Spark Wave attack.

100+ DMG

77 MB

★★★★

#049 SHADEMAN

X ShadeMan SP, BFT, HO

ShadeMan attacks the Panel in front of him and three Panels in the next column. Press ↓ ↘ → to paralyze, ↓ ↙ ← to confuse.

120 DMG

73 MB

★★★★★

#050 SHADMNSP

X ShadeMan SP, HO

ShadeMan attacks the Panel in front of him and three Panels in the next column. Press ↓ ↘ → to paralyze, ↓ ↙ ← to confuse.

140+ DMG

88 MB

★★★★★

#051 SHADMNDS

X Black Earth 2 GMD, ShadeMan SP, ShadeMan DS, BFT,

ShadeMan attacks the Panel in front of him and three Panels in the next column. Press ↓ ↘ → to paralyze, ↓ ↙ ← to confuse.

140+ DMG

88 MB

★★★★

#052 LASERMAN

L LaserMan V2, LaserMan V3, LaserMan SP, BFT, HO

LaserMan uses the Power-Down Laser. In GBA-linked NetBattles, pressing ↑ lowers opponent's Buster levels, ↓ removes Customizer Programs, → removes charged shots, ← removes one Chip from Custom Menu.

100 DMG

60 MB

★★★★

#053 LASRMNSP

L LaserMan SP, HO

LaserMan uses the Power-Down Laser. In GBA-linked NetBattles, pressing ↑ lowers opponent's Buster levels, ↓ removes Customizer Programs, → removes charged shots, ← removes one Chip from Custom Menu.

120+ DMG

80 MB

★★★★★

#054 LASRMNDS

L Black Earth 2 GMD, LaserMan SP, LaserMan DS, BFT, HO

LaserMan uses the Power-Down Laser. In GBA-linked NetBattles, pressing ↑ lowers opponent's Buster levels, ↓ removes Customizer Programs, → removes charged shots, ← removes one Chip from Custom Menu.

120+ DMG

80 MB

★★★★

#055 KENDOMAN

K KendoMan V2, KendoMan V3, KendoMan Sp, BFT, HO

KendoMan strikes the nearest enemy three times.

70 DMG

45 MB

★★★★

#056 KENDMNSP

K KendoMan SP, HO

KendoMan strikes the nearest enemy three times.

80+ DMG

75 MB

#057 KENDMNDS

★★★★

K KendoMan SP, KendoMan DS, BFT, HO

KendoMan strikes the nearest enemy three times.

80+ DMG

75 MB

#059 VIDEMNSP

★★★★★

V VideoMan SP, HO

VideoMan uses two Wind Cutter attacks, damaging multiple Panels.

30+ DMG

67 MB

#058 VIDEOMAN

★★★★

V FamFldr, VideoMan V2, VideoMan V3, VideoMan SP, BFT, HO

VideoMan uses two Wind Cutter attacks, damaging multiple Panels.

25 DMG

44 MB

#060 VIDEMNDS

★★★★★

V Black Earth 2 GMD, VideoMan SP, VideoMan DS, BFT, HO

VideoMan uses two Wind Cutter attacks, damaging multiple Panels.

30+ DMG

67 MB

battle chips index - giga chips

They don't get any more rare than Giga Chips. These super-powerful Chips are not only intensely rare, but MegaMan can only handle *one* Giga Chip in his Folder at a time under normal circumstances.

Each version of the game has a set of five unique Giga Chips, usable *only* in that version. That's right, you can't even trade Giga Chips to your friends! Good luck!

#001 REDSUN

★★★★★

R Dr. Hikari at NAXA

Four meteors strike the Panel that is three columns ahead of MegaMan and crack all surrounding Panels. Damage increases with more Sun vs. Moon NetBattle wins.

100+ DMG

90 MB

#001 BLUEMOON

★★★★★

B Dr. Hikari at NAXA

Fires a laser at the Panel three columns ahead. Damage increases with more Sun vs. Moon NetBattle wins.

200+ DMG

90 MB

#002 HOLYDREM

★★★★★

H Undernet 4 BFD

A Cannon attack to the Panel ahead, then into a 3x3 grid. Damage is increased 50 per Holy Panel on field.

50+ DMG

92 MB

#002 SIGNLRED

★★★★★

S Undernet 4 BFD

Creates a 100 HP Signal obstacle. Red light prevents enemies from using Chip attacks. Blue blight blinds enemies.

0 DMG

61 MB

#003 BASS

★★★★★

X Bass

Bass fires an Air Burst into enemy field. Hits all Panels eight times each.

60 DMG

95 MB

#003 BASSANLY

★★★★★

X Bass

Bass releases four Hells Rolling wheels that home in on enemies.

160+ DMG

95 MB

#004 BUGCHARG

★★★★★

C ShadeMan SP BGMD, LaserMan SP BGMD

A powerful forward cannon attack. Fires once for every time you have opened the Custom Window. Requires Dark MegaMan to use.

80 DMG

77 MB

#004 BUGCURSE

★★★★★

C ShadeMan SP BGMD, LaserMan SP BGMD

Causes multiple random bugs in enemy programming.

0 DMG

73 MB

#005 BLAKBARR

★★★★★

A S-Rank against Bass SP

Creates a barrier that nullifies all hits less than 150 damage. This barrier regenerates after a time, if broken. Requires Hole or Dark MegaMan to use.

0 DMG

87 MB

#005 DELTARAY

★★★★★

Z S-Rank against Bass SP

ProtoMan slashes an enemy with a WideSwrd. Can slice two more times by pressing A after slash, but before he teleports out.

260+ DMG

82 MB

battle chips index - secret chips

A Secret Chip is quite a prize. Most of these Chips can only be acquired by defeating certain Navis for the championship in Higsby's Free Tournament, and only once you have linked up with a friend and transfered their Navi Soul data to your cartridge. So, if you're playing *Red Sun*, you need to link up with a friend who has *Blue Moon*.

In order to get the level 2 and 3 versions of any Chip, your friend must be in either Hard Mode (for level 2) or Hard 2 Mode (for the level 3 Chips) when transferring data. Secret Chips are not necessary for reaching the advanced levels of the game, so don't sweat it if you don't have a complete set.

> See Chapter 5 "Everything Right is Wrong Again" for more information on Higsby's Free Tournament.

Secret Chips typically behave like Navi Chips, pausing the action and calling in a Navi to attack in MegaMan's stead. However, they are treated as Standard Chips when it comes to loading up your Folder. You can have up to four of any given Secret Chip available, with no limits on how many different Chips you use.

ROLLARO1

★★

A Roll Free Tournament, HO
F Roll Free Tournament, HO
W Roll Free Tournament, HO

50 DMG
32 MB

Roll fires a Roll Arrow. Breaks opponent's Battle Chips.

ROLLARO2

★★★

D Roll Free Tournament, HO
R Roll Free Tournament, HO
W Roll Free Tournament, HO

70 DMG
38 MB

Roll fires a Roll Arrow. Breaks opponent's Battle Chips.

ROLLARO3

★★★★

Q Roll Free Tournament, HO
Y Roll Free Tournament, HO
Z Roll Free Tournament, HO

90 DMG
44 MB

Roll fires a Roll Arrow. Breaks opponent's Battle Chips.

GUTPNCH1

★★

B GutsMan Free Tournament, HO
E GutsMan Free Tournament, HO
N GutsMan Free Tournament, HO

100 DMG
22 MB

GutsMan punches the Panel in front of him. Pushes obstacles into the far right column.

GUTPNCH2

★★★

G GutsMan Free Tournament, HO
P GutsMan Free Tournament, HO
Y GutsMan Free Tournament, HO

140 DMG
36 MB

GutsMan punches the Panel in front of him. Pushes obstacles into the far right column.

GUTPNCH3

★★★★

M GutsMan Free Tournament, HO
Q GutsMan Free Tournament, HO
T GutsMan Free Tournament, HO

180 DMG
50 MB

GutsMan punches the Panel in front of him. Pushes obstacles into the far right column.

PROPBOM1

★★

E WindMan Free Tournament, HO
G WindMan Free Tournament, HO
P WindMan Free Tournament, HO
*** WindMan Free Tournament, HO**

120 DMG
18 MB

WindMan throws a slow PropBomb. Bomb must make it to the far right column *without being hit*. Explodes and damages two rightmost columns if it makes it off screen.

PROPBOM2

★★★

F WindMan Free Tournament, HO
V WindMan Free Tournament, HO
Z WindMan Free Tournament, HO
*** WindMan Free Tournament, HO**

160 DMG
26 MB

WindMan throws a slow PropBomb. Bomb must make it to far right column *without being hit*. Explodes and damages two rightmost columns if it makes it off screen.

PROPBOM3

★★★★

H WindMan Free Tournament, HO
J WindMan Free Tournament, HO
Q WindMan Free Tournament, HO

200 DMG
34 MB

WindMan throws a slow PropBomb. Bomb must make it to far right column *without being hit*. Explodes and damages two rightmost columns if it makes it off screen.

SEEKBOM1

★★

B SearchMan Free Tournament, HO/ R SearchMan Free Tournament, HO/ S SearchMan Free Tournament, HO,
*** SearchMan Free Tournament, HO**

80 DMG
25 MB

MegaMan hurls a grenade that lands on the closest enemy, regardless of position.

SEEKBOM2

★★★

C SearchMan Free Tournament, HO
I SearchMan Free Tournament, HO
O SearchMan Free Tournament, HO

110 DMG
35 MB

MegaMan hurls a grenade that lands on the closest enemy, regardless of position.

SEEKBOM3

★★★★

M SearchMan Free Tournament, HO
U SearchMan Free Tournament, HO
W SearchMan Free Tournament, HO

140 DMG
45 MB

MegaMan hurls a grenade that lands on the closest enemy, regardless of position.

METEORS1

★★★★

G FireMan Free Tournament, HO/ L FireMan Free Tournament, HO/ S FireMan Free Tournament, HO
*** FireMan Free Tournament, HO**

50 DMG
15 MB

Five meteors strike two Panels ahead of MegaMan. No time-freeze.

METEORS2

★★★

M FireMan Free Tournament, HO
Q FireMan Free Tournament, HO
T FireMan Free Tournament, HO

60 DMG
23 MB

Five meteors strike two Panels ahead of MegaMan. No time-freeze.

METEORS3

★★★★

C FireMan Free Tournament, HO
R FireMan Free Tournament, HO
Z FireMan Free Tournament, HO

70 DMG
31 MB

Five meteors strike two Panels ahead of MegaMan. No time-freeze.

LIGTNIN1

★★

L ThunderMan Free Tournament, HO/ T ThunderMan Free Tournament, HO/ W ThunderMan Free Tournament, HO
* ThunderMan Free Tournament, HO

100 DMG
37 MB

ThunderMan hits all obstacles with Lightning. Damages all surrounding Panels.

LIGTNIN2

★★★

A ThunderMan Free Tournament, HO
E ThunderMan Free Tournament, HO
V ThunderMan Free Tournament, HO

130 DMG
33 MB

ThunderMan hits all obstacles with Lightning. Damages all surrounding Panels.

LIGTNIN3

★★★★

H ThunderMan Free Tournament, HO
J ThunderMan Free Tournament, HO
Q ThunderMan Free Tournament, HO

160 DMG
39 MB

ThunderMan hits all obstacles with Lightning. Damages all surrounding Panels.

HAWKCUT1

★★

H ProtoMan Free Tournament, HO
N ProtoMan Free Tournament, HO
O ProtoMan Free Tournament, HO

80 DMG
40 MB

ProtoMan strikes with a WideSwrd, then a LongSwrd combo.

HAWKCUT2

★★★

F ProtoMan Free Tournament, HO
S ProtoMan Free Tournament, HO
V ProtoMan Free Tournament, HO

90 DMG
50 MB

ProtoMan strikes with a WideSwrd, then a LongSwrd combo.

HAWKCUT3

★★★★

I ProtoMan Free Tournament, HO
N ProtoMan Free Tournament, HO
Z ProtoMan Free Tournament, HO

100 DMG
60 MB

ProtoMan strikes with a WideSwrd, then a LongSwrd combo.

NUMBRBL1

★★

E NumberMan Free Tournament, HO
L NumberMan Free Tournament, HO
W NumberMan Free Tournament, HO

??? DMG
28 MB

NumberMan unleashes three NumberBalls that attack a single row. Damage equals last two digits of MegaMan's HP per ball.

NUMBRBL2

★★★

A NumberMan Free Tournament, HO
E NumberMan Free Tournament, HO
P NumberMan Free Tournament, HO

??? DMG
35 MB

NumberMan unleashes four NumberBalls that attack a single row. Damage equals last two digits of MegaMan's HP per ball.

NUMBRBL3

★★★★

L NumberMan Free Tournament, HO
T NumberMan Free Tournament, HO
Y NumberMan Free Tournament, HO

??? DMG
42 MB

NumberMan unleashes five NumberBalls that attack a single row. Damage equals last two digits of MegaMan's HP per ball.

METLGER1

★★

A MetalMan Free Tournament, HO/ M MetalMan Free Tournament, HO/ P MetalMan Free Tournament, HO
* MetalMan Free Tournament, HO

100 DMG
20 MB

Places a roving Metal Gear into the center enemy row.

METLGER2

★★★

C MetalMan Free Tournament, HO/ E MetalMan Free Tournament, HO/ G MetalMan Free Tournament, HO
* MetalMan Free Tournament, HO

130 DMG
28 MB

Places a roving Metal Gear into the center enemy row.

METLGER3

★★★★

I MetalMan Free Tournament, HO/ L MetalMan Free Tournament, HO/ Q MetalMan Free Tournament, HO
* MetalMan Free Tournament, HO

160 DMG
36 MB

Places a roving Metal Gear into the center enemy row.

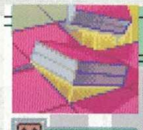
PANLSHT1

★★

A JunkMan Free Tournament, HO/ H JunkMan Free Tournament, HO/ S JunkMan Free Tournament, HO
* JunkMan Free Tournament, HO

100 DMG
19 MB

The Panel in front of MegaMan levitates and attacks, creating a Hole.



PANLSHT2

★★★

C JunkMan Free Tournament, HO/ G JunkMan Free Tournament, HO/ T JunkMan Free Tournament, HO
* JunkMan Free Tournament, HO

60 DMG
25 MB

All Panels in MegaMan's row, on his field, levitate and attack, creating Holes. Use AreaGrab for more Panels.

PANLSHT3

★★★★

F JunkMan Free Tournament, HO/ J JunkMan Free Tournament, HO/ N JunkMan Free Tournament, HO
* JunkMan Free Tournament, HO

80 DMG
31 MB

The Panels above, below, and to each side of MegaMan levitate and attack, creating Holes.

AQUAUP1

★★

B AquaMan Free Tournament, HO
S AquaMan Free Tournament, HO
Z AquaMan Free Tournament, HO

110 DMG
22 MB

Geyser damages enemies. MegaMan must stand behind a cracked Panel to use.

AQUAUP2

★★★

I AquaMan Free Tournament, HO
P AquaMan Free Tournament, HO
U AquaMan Free Tournament, HO

140 DMG
28 MB

Geyser damages enemies. MegaMan must stand behind a cracked Panel to use.

AQUAUP3

★★★★

F AquaMan Free Tournament, HO
K AquaMan Free Tournament, HO
W AquaMan Free Tournament, HO

170 DMG
34 MB

Geyser damages enemies. MegaMan must stand behind a cracked Panel to use.

GREENWD1

★★

G WoodMan Free Tournament, HO
J WoodMan Free Tournament, HO
Y WoodMan Free Tournament, HO

120 DMG
35 MB

Creates random Wood Towers. Will always hit at least one enemy.

GREENWD2

★★★

D WoodMan Free Tournament, HO
K WoodMan Free Tournament, HO
P WoodMan Free Tournament, HO

140 DMG
40 MB

Creates random Wood Towers. Will always hit at least one enemy.

GUNSOLEX

★★★★★

G Number Trader (74293099)

??? DMG
80 MB

Rapidly drains HP of all enemies in the second and third columns in front of MegaMan. Does not hurt Green Mystery Data.

GREENWD3

★★★★

E WoodMan Free Tournament, HO
N WoodMan Free Tournament, HO
P WoodMan Free Tournament, HO

160 DMG
45 MB

Creates random Wood Towers. Will always hit at least one enemy.

Z-SAVER

★★★★★

Z Secret! Maybe data from another game?

100 DMG
80 MB

Triple slash with LongSwrd, WideSwrd, then a three-horizontal-Panel finish.

battle chips index - dark chips

When MegaMan becomes worried in battle (watch his Emotion Window!) he becomes tempted by the Dark Power. Dark Chips appear in his Custom Window, and powerful attacks are waiting for him to use. While these can turn the tide of battle, they also demand a price.

Each Chip causes an automatic bug in MegaMan's system until the end of battle. Even worse, every time Mega uses a Dark Chip, his maximum HP is permanently decreased by one.

> There are certain points in the story where MegaMan *must* use a Dark Chip. In these instances, Mega's HP will not be decreased, so don't worry.

If MegaMan continues to use Dark Chips, his soul becomes tainted by the Dark Power. Once MegaMan appears Dark in the Emotion Window, he cannot make use of the Soul Unison until his soul has brightened. While Dark MegaMan can make use of certain Chips and Program Advances he cannot normally use... is it worth the price?

Dark Chips do not appear in your Data Library, nor can they really be collected, since they are all part of the Dark Chip MegaMan collects from his first battle with ShadeMan.

DARK CHIP ODDS

Chip	1~49% HP	50~100% HP
DarkCann	24/64	0/64
DarkSwrd	3/64	12/64
DarkBomb	3/64	12/64
DarkVlcn	3/64	12/64
DarkLnce	3/64	12/64
DarkSprd	2/64	8/64
DarkStge	2/64	8/64
DarkRecv	24/64	0/64

DRKCANON

??? DMG

A forward projectile attack. Damage is equal to lost HP from maximum. Causes a Buster bug that reduces stats to 1.

DRKSWORD

??? DMG

Slashes two columns deep, three rows wide. Damage is equal to the highest enemy HP, up to 500 points. Causes a movement bug that forces MegaMan to move forwards.

DARKBOMB

200 DMG

Explodes three panels ahead of MegaMan's position when thrown. Damages all surrounding panels. Causes a movement bug that forces MegaMan to move backwards.

DRKVULCN

20 DMG

A rapid-fire twenty-four-shot projectile attack. Also damages the panel behind the target. Causes a movement bug that reverses MegaMan's directional controls.

DRKLANCE

??? DMG

Attacks the entire rightmost column of the battlefield. Damage is equal to half the HP of the highest-HP enemy. Causes a bug that removes five random Chips from your Folder from play.

DRKSPRED

400 DMG

A forward projectile attack. Damages all panels surrounding the target as well. Causes a bug that turns any panel MegaMan steps off of into a Poison Panel.

DRKSTAGE

0 DMG

Fills MegaMan's side of the field with Dark Holes, and the enemy's side with Poison Panels. Causes a bug that gives you one less Chip space on the Custom Menu.

DRKRECOV

0 DMG

Restores 1000 HP. Causes a bug that rapidly drains MegaMan's HP, even when choosing new Chips.

program advance index

Selecting certain Battle Chips in order causes them to react with each other and merge into a Program Advance, a new attack that is far more powerful than the sum of the individual Chips.

Program Advances can be formed through two different patterns; selecting the same Chip with multiple letter Codes in alphabetical order, or selecting multiple different Chips with the same letter Code. While the latter is less intuitive, they do make organizing a smooth-loading Folder much easier.

Remember that *-Code Chips can be substituted into a Program Advance, but you cannot form an Advance with multiple substitute *-Codes.

GIGACAN1 300 DMG

Cannon A / B / C

A super-powerful forward projectile attack.

GIGACAN2 400 DMG

HiCannon C / D / E

A hyper-powerful forward projectile attack.

GIGACAN3 500 DMG

M-Cannon E / F / G

A really mondo-powerful forward projectile attack.

H-BURST 100 DMG

Spreader L / M / N

A powerful forward projectile that damages all Panels surrounding the target.

HEATSPRD 300 DMG

HeatShot B / C / D
Heat-V C / D / E
HeatSide D / E / F
HeatShot D / Heat-V D / HeatSide D

A powerful forward Fire-projectile attack that damages all Panels surrounding the target.

BUBSPRD 300 DMG

Bubbler P / Q / R
Bub-V C / D / E
BubSide D / E / F

A powerful forward Aqua-projectile attack that damages all Panels surrounding the target.

SUPRSPR1 60 DMG

WideSht1 C / D / E

Fires three Wide Shots in rapid succession.

SUPRSPR1 80 DMG

WideSht2 L / M / N

Fires three Wide Shots in rapid succession.

SUPRSPR1 100 DMG

WideSht3 S / T / U

Fires three Wide Shots in rapid succession.

FLMCROS1 300 DMG

FlmLine1 F / G / H

Creates a cross of flame covering five Panels.

FLMCROS2 400 DMG

FlmLine2 D / E / F

Creates a cross of flame covering five Panels.

FLMCROS3 500 DMG

FlmLine3 J / K / L

Creates a cross of flame covering five Panels.

BSTFANG1 50 DMG

TwnFang1 A / B / C

Fires eight TwinFng attacks in rapid succession.

BSTFANG2 60 DMG

TwnFang2 O / P / Q

Fires eight TwinFng attacks in rapid succession.

BSTFANG3 70 DMG

TwnFang3 F / G / H

Fires eight TwinFng attacks in rapid succession.

MAGSHOK1 50 DMG

MagBolt1 B / C / D

Pulls all enemies into the leftmost column, shocking the entire column in front of MegaMan. MegaMan must be in rightmost column of his area to attack.

MAGSHOK2 60 DMG

MagBolt2 E / F / G

Pulls all enemies into the leftmost column, shocking the entire column in front of MegaMan. MegaMan must be in rightmost column of his area to attack.

MAGSHOK3 70 DMG

MagBolt3 A / B / C

Pulls all enemies into the leftmost column, shocking the entire column in front of MegaMan. MegaMan must be in rightmost column of his area to attack.

PITHOKY1 100 DMG

AirHoc1 D / E / F

Releases a hyper-fast Air Hockey puck that ricochets wildly around the enemy field.

PITHOKY2 150 DMG

AirHoc2 I / J / K

Releases a hyper-fast Air Hockey puck that ricochets wildly around the enemy field.

PITHOKY3 200 DMG

AirHoc3 U / V / W

Releases a hyper-fast Air Hockey puck that ricochets wildly around the enemy field.

PITRANG1 200 DMG

Boomer1 L / M / N

Releases a series of Boomerangs that run through different areas of the field.

PITRANG2 250 DMG

Boomer2 L / M / N

Releases a series of Boomerangs that run through different areas of the field.

PITRANG3 300 DMG

Boomer3 S / T / U

Releases a series of Boomerangs that run through different areas of the field.

LIFESRD 400 DMG

Sword E / WideSwrd E / LongSwrd E
Sword L / WideSwrd L / LongSwrd L
Sword S / WideSwrd S / LongSwrd S
Sword S / WideBlde S / LongBlde S

Powerful Sword that slashes through two columns and three rows.

BODYGRD 100 DMG

AntiDmg M / AntiNavi M / Muramasa M

MegaMan becomes briefly invincible, and ten shuriken are hurled into the enemy field.

P.DRIVER 40 DMG

GunSol1 G / GunSol2 G / GunSol3 G

A massive solar cannon fires a sunbeam across MegaMan's row. Creates a second left-facing cannon if the rightmost enemy-area Panel is empty. Each cannon hits 10 times.

TIMEBOM+ 600 DMG

TimeBomb J / K / L

Sets a massive TimeBomb in a random Panel of leftmost enemy column.

POISPHAR ??? DMG

Hole * / DarkLine * / Anubis A

Drops a 300 HP PharaohMan into the Panel in front of MegaMan. Blows poison smoke into the enemy area, rapidly draining enemy HP.

DARKNEO 250 DMG

DarkLine * / BugChain * / Bass X

MegaMan DS fires three Gospel Cannon shots, then Darkness Overload. Covers enemy area. Can only be used by Dark MegaMan.

soul unisons

Once MegaMan and Lan get into the first Tournament, they learn the powerful Double Soul technique. This allows MegaMan to merge his soul with those of certain Navis he's defeated, changing his attacks, strengths, and even his Element state.

By selecting a Chip of the proper Type, and hitting the "Unite" button in the Custom Window, MegaMan merges with the corresponding Navi Soul for three turns (a turn being each time you open the Custom Window). MegaMan is free to then select Chips as normal.

There are limitations, however. You can only merge with an individual Soul once per fight, so make the most use of your turns. Also, MegaMan cannot Soul-merge when he's worried or dark!

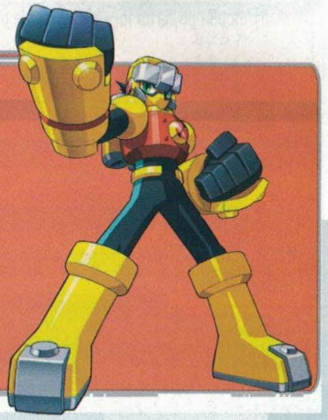
Remember that when MegaMan changes into a Soul with an Element property (Fire, Aqua, Elec, Wood), he also takes on the weaknesses of that Element. Be careful!

RED SUN SOUL UNISONS

GUTS SOUL

Earned by pounding GutsMan in the Den Battle Tournament. The Guts Soul puts emphasis on raw power.

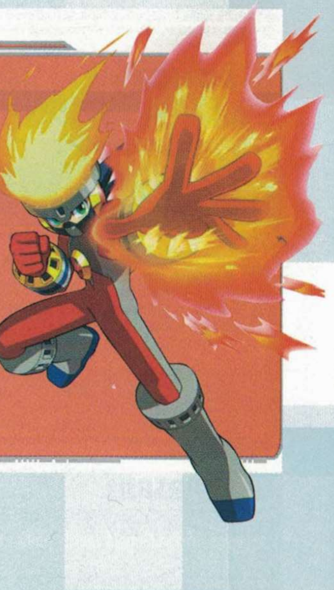
- The Charged Shot becomes the Guts Punch, a powerful blow that attacks the Panel straight ahead for 60 damage. This attack also pushes obstacles to the rightmost column.
- Rapidly press B to activate the Guts-Machinegun, a six-shot rapid-fire attack that does 10 damage per shot. MegaMan is invincible during the attack.
- All Ground and Null-Element Chips do an extra 30 damage.



FIRE SOUL

By snuffing out FireMan in the Den Battle Tournament, MegaMan gains this red-hot form that can reduce opponents to smoldering ash.

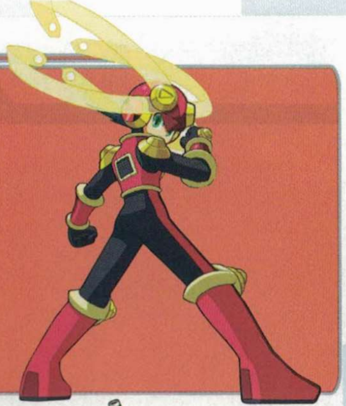
- Charged Shots become the Fire Arm, a three-Panel-long tongue of fire that does 50 damage.
- A cross pattern of Grass Panels appear in each field, doubling damage to any target hit by a Fire attack while on them.
- When using any Fire Chip, hold down the A button to charge it up. When unleashed, it becomes another Fire Arm attack, but it adds the point value of the Chip to the Fire Arm's 50 for an even more powerful shot.
- Lava Panels actually restore 50 HP to MegaMan when stepped on. Once MegaMan steps off the Lava, the Panel is returned to normal.



ROLL SOUL

Besting Roll in the Eagle Tournament allows MegaMan to change into a form that may not be big on offensive power, but heavy on recovery abilities.

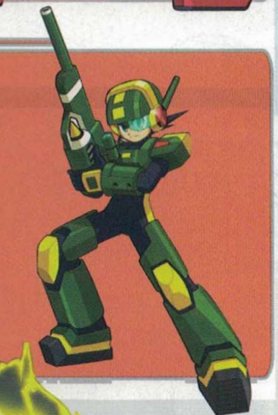
- **Charged Shots become the Roll Arrow, doing 30 damage. These arrows break opponent's waiting Battle Chips, especially useful in linked NetBattles.**
- **Using *any* Chip restores 10% of MegaMan's maximum HP.**



SEARCH SOUL

Conquering SearchMan in the Red Sun Tournament nets MegaMan the Search Soul, making him a sure-shot marksman who rarely misses a target.

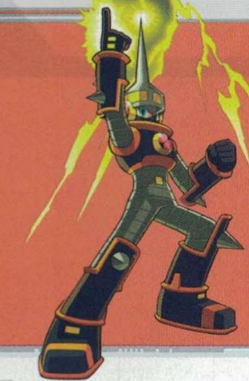
- **Charged Shots become the Scope Gun. A targeting grid scopes out the enemy area, locking onto a single enemy. MegaMan fires 5 shots for 10 damage each at the targeted enemy, all of them hit.**
- **All invisible and hidden enemies are revealed.**
- **MegaMan can swap out his Chips in the Custom Menu for another set of randomly chosen ones by hitting the new Shuffle button. Works up to three times per turn.**



THUNDER SOUL

By shutting down ThunderMan in the Red Sun Tournament, MegaMan gains this high-volt Electric form that keeps enemies in their place with powerful bolts.

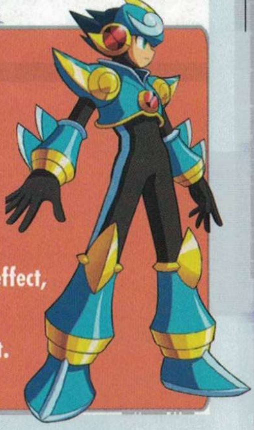
- **Charged Shots become the ZapRing, a ring of electricity that does 20 damage and stuns its target.**
- **All Electric and Null-element attack Chips stun their target.**



WIND SOUL

By blowing away WindMan in the Eagle Tournament, MegaMan can convert to the Wind Soul, a form that gives him incredible mobility and leaves the enemy scrambling for footholds.

- **Charged Shots become the Racket attack, a WideSwrd-ranged swipe that does 50 damage. All targets are flung to the rightmost column.**
- **A NrthWind is put into effect immediately upon Unison, removing all enemy auras.**
- **A VacuumFan effect is also activated upon Unison, sucking the enemy towards the leftmost column of their field.**
- **MegaMan gains the AirShoes ability, allowing him to walk over any Panel with out a negative effect, even Holes.**
- **Normal Buster shots do 5 damage, and gain an AirShot effect that pushes targets back on contact.**
- **All Wind Chips do 10 more points of damage.**

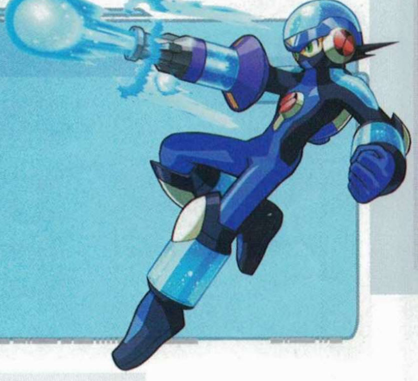


BLUE MOON SOUL UNISONS

AQUA SOUL

Flushing AquaMan in the City Battle Tournament nets MegaMan this Aqua-based form, useful for dousing Fire-based enemies.

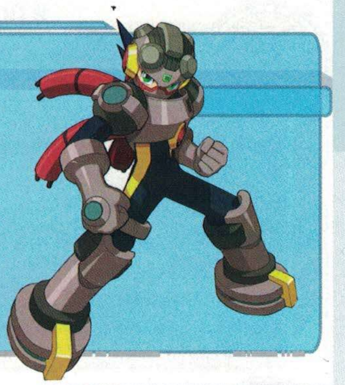
- **Charged Shots become the Bubbler, a 20-damage shot that also damages the Panel behind the target.**
- **Hold the A button to charge up Aqua-Element Chips, which do double damage.**
- **MegaMan does not slide when stepping on Ice Panels.**



JUNK SOUL

Once JunkMan has been scrapped in the Blue Moon Tournament, MegaMan gains a form that may be tricky at first, but with the right Chips can turn the field into a deathtrap for any opponent.

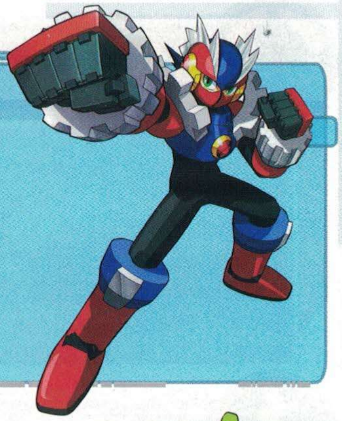
- Charged Shots do not directly attack; instead, any obstacles on the field are hurled at the enemy for 100 damage each. There is no effect if there are no obstacles.
- All enemies are confused upon Unison. No effect on enemies protected by auras.
- Each turn, two used Chips are recycled and placed into the Custom Menu in addition to the normal five new Chips.



METAL SOUL

Breaking MetalMan in the Hawk Tournament forges the Metal Soul, which like the Guts Soul stacks on pure power with an emphasis on armor breaking.

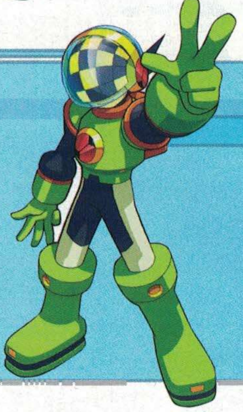
- Charged Shots become the Metal Fist, smashing the Panel in front of MegaMan for 150 damage, and also destroying abnormal Panel states. This attack also destroys obstacles, and it is not effected by enemy armor.
- Normal Buster shots pierce enemy armor for normal damage.
- All Break and Null Chips can be charged by holding the A button. Charged Chips do double damage and pierce enemy armor.



NUMBER SOUL

Subtracting NumberMan from the City Battle Tournament adds the Number Soul to MegaMan's repertoire. While this form's offensive capabilities may not pack much punch, it makes up for it with massive Custom Menu potential.

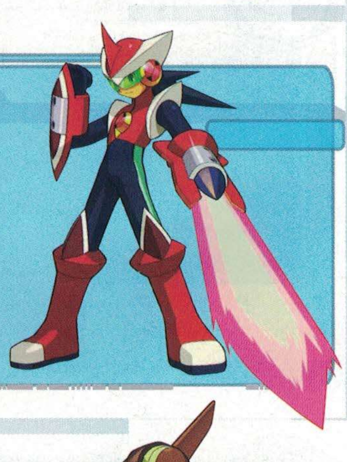
- Charged Shots become the Dice Bomb, lobbed three Panels ahead. Damages all surrounding Panels for 10 damage times the number rolled on the die. This attack only does 10 damage if it hits an enemy.
- MegaMan has a full ten slots in the Custom Menu.
- All Null-Element Chips gain an extra 10 damage.



PROTO SOUL

By besting long-time rival ProtoMan in the Blue Moon Tournament, MegaMan takes on his blade-wielding properties. Up close and personal is the name of the game, making the most use out of Sword-type Chips.

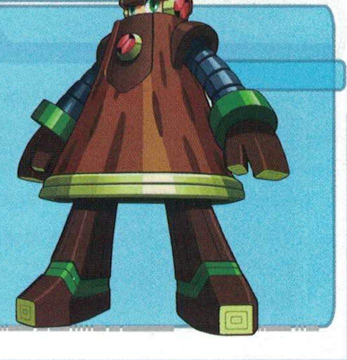
- Charged Shots become a WideSwrd swipe, attacking the column in front of MegaMan for 60 damage.
- Press ← B to bring up the Proto Shield, which blocks enemy projectiles and sends them back as shockwaves.
- All Sword Chips can be charged by holding the A button. When unleashed, MegaMan steps two Panels forward and slashes with the Chip, doing double the Chip's normal damage.



WOOD SOUL

When WoodMan falls in the Hawk Tournament, MegaMan gains this sturdy Wood-based form. Electric foes have a hard time standing up to the power of nature.

- Charged Shots become the Twister, an eight-hit tornado that attacks two Panels ahead of MegaMan for 20 damage per hit.
- Wood Chips gain a GaiaSwrd effect, taking the damage rating of the following Null-element Chip and adding it to their own.
- MegaMan cannot be stunned while in Wood Soul.
- MegaMan regains lost HP at a high rate when standing on Grass Panels.



navi customizer

The Navi Customizer is a powerful tool. By placing Program Blocks into the grid, MegaMan gains new abilities and improvements to his base stats. Here are a couple of rules to remember when programming MegaMan to prevent bugs in his system.

NAVI CUSTOMIZER

- **No two Program Blocks of the same color can touch each other.**
- **There can only be up to four different colors of Program in the grid at any time.**
- **"Flat" Program Parts must pass through the Program Line.**
- **Textured Plus Parts cannot pass through the Program Line.**

Of course, a crafty programmer may break some of these rules to purposely cause certain bugs...

PROGRAM ACQUISITION LEGEND	
BMD	Blue Mystery Data
PMD	Purple (locked) Mystery Data
ND	NetDealer
PD	Program Dealer
BFD	BugFrag Dealer

PROGRAM PARTS

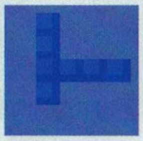
Texture-less Program Blocks are Program Parts, which give MegaMan new abilities. These Blocks must intersect with the Program line in order to work. Otherwise, they cause bugs in Mega's programming.

AIRSHOES

Colors: Blue

Effect: MegaMan can move over broken Panels.

Obtained: Undernet 4 BFD (22 BugFrags)

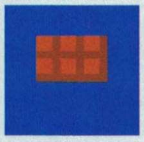


ANTIMAGC

Colors: Red

Effect: Press ← B when attacked to avoid damage and hurl shuriken at the enemy field.

Obtained: Undernet 4 BFD (36 BugFrags)

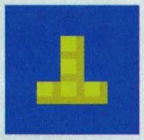


BATTERY

Colors: Yellow

Effect: Attracts Elec-Element Viruses.

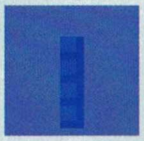
Obtained: Antenna 4 BMD



BEAT

Colors: Blue

Effect: Turns opponent's Mega/Giga Chips against them, once per turn. Available only in Linked-GBA NetBattles.

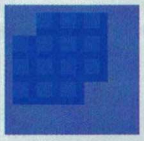


BODYPACK

Colors: Blue

Effect: Adds AirShoes, FlotShoe, SprArmor, and UnderSht effects. Reduces MegaMan's HP by half.

Obtained: Number Trader (43494372)

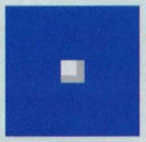


BUGSTOP

Colors: White

Effect: Removes all Bugs from improper Customizer programming. Does not prevent Dark Chip bugs.

Obtained: ACDC Area 1 BMD

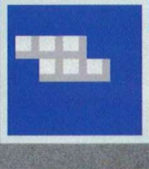


COLLECT

Colors: White

Effect: Always win a Chip from Virus battles.

Obtained: Park Area 3 BFT (42 BugFrags)

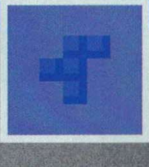


CUSTOM1

Colors: Blue

Effect: Adds one more available Chip to the Custom Menu.

Obtained: Undernet 4 BMD, Castillo HP PD (9600Z), Undernet 6 PD (9600Z)

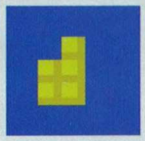


DASHRUN

Colors: Yellow

Effect: Reduces chances of enemy contact. Does not prevent storyline battles.

Obtained: Park Area 3 BFD (8 BugFrags)

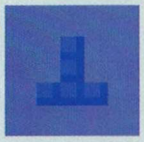


FISH

Colors: Blue

Effect: Attracts Aqua-Element Viruses.

Obtained: Dome Locker Room sink BMD during Red Sun/Blue Moon Tournaments

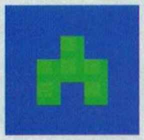


FLOTSHOE

Colors: Green

Effect: MegaMan ignores negative Panel effects, except for Poison.

Obtained: Undernet 6 PD (8400Z)

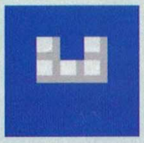


FSTBARR

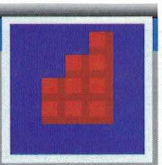
Colors: White

Effect: Gives MegaMan a barrier that nullifies one hit.

Obtained: Castillo HP PD (6800Z)



GigFldr1

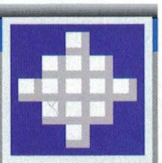


Colors: Red

Effect: Allows one more Giga Chip in MegaMan's Folder.

Obtained: Black Earth 2 BMD.

HubBatch

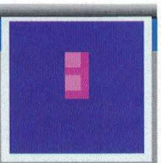


Colors: White

Effect: Adds armor-breaking ability to the MegaBuster, plus AirShoes, Barrier, Custom1, FlotShoe, MegFldr1, Shield, SprArmor, and UnderSht effects. Reduces MegaMan's HP by half.

Obtained: Defeat Black Earth 2 MegaMan DS with light MegaMan.

Humor

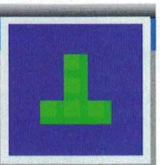


Colors: Pink

Effect: When controlling Lan, press L to hear major-league groan worthy jokes from MegaMan.

Obtained: Town Net 3 Navi during Red Sun/Blue Moon Tournaments

Jungle

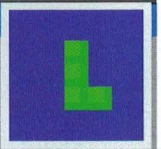


Colors: Green

Effect: Attract Wood-Element Viruses

Obtained: NetFrica Area BMD

MegFldr1

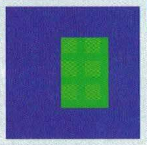


Colors: Green

Effect: Allows one more Mega Chip in MegaMan's Folder.

Obtained: Park Area 3 BMD, Castillo HP PD (8000Z), Undernet 6 PD (8000Z)

MegFldr2

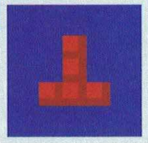


Colors: Green

Effect: Allows two more Mega Chips in MegaMan's Folder.

Obtained: Number Trader (02109544)

OilBody

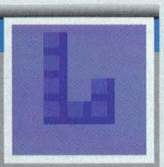


Colors: Red

Effect: Attracts Fire-Element Viruses.

Obtained: Undernet 6 PD (6200Z)

Reflect

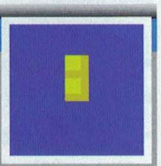


Colors: Blue

Effect: Press ←B to bring up a shield that blocks enemy attacks and retaliates with a Shockwave.

Obtained: Undernet 6 PD (13000Z)

Rush

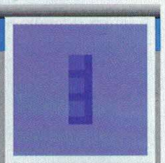


Colors: Yellow

Effect: Paralyzes opponents who use Invis or Mole Chips. Available only in Linked-GBA NetBattles.

Obtained: Number Trader (73298100)

Shield

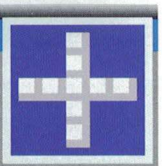


Colors: Blue

Effect: Press ←B to bring up a shield that blocks enemy attacks.

Obtained: Castillo HP PD (5500Z)

SoulClnr

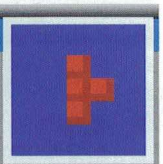


Colors: White

Effect: Speeds up "lightening" MegaMan's Soul if he turns Dark.

Obtained: Defeat Black Earth 2 MegaMan DS.

SprArmor

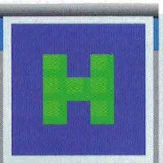


Colors: Red

Effect: MegaMan does not flinch when hit.

Obtained: Netopia Area BMD

Tango

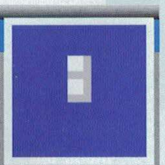


Colors: Green

Effect: Recovers 300 HP and activates a 100-point Barrier when MegaMan's HP dips to warning (red) level.

Obtained: Number Trader (10170506)

UnderSht



Colors: White

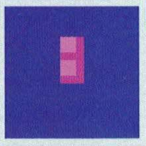
Effect: Restores 1 HP if MegaMan's HP dips below zero.

Obtained: With Customizer

PLUS PARTS

Program Blocks with a raised texture in each square are Plus Parts. These enhance MegaMan's base statistics, like his Buster ratings or Maximum HP. These Programs cannot intersect the Program line, or else MegaMan will be buggy.

Attack+1

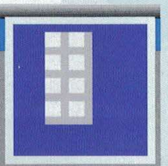


Colors: Pink, White, Yellow

Effect: Increase MegaBuster damage by 1.

Obtained: With Customizer (P), Undernet 6 BMD (Y), Meteor 4 BMD (W), Hard Mode ToyRobo 3 BMD (W)

AtkMAX

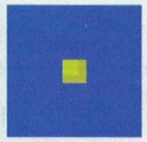


Colors: White

Effect: Raises MegaBuster attack to maximum

Obtained: Undernet 4 BFD (72 BugFrags)

Charge+1

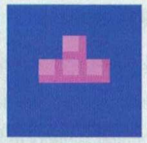


Colors: Pink, White, Yellow

Effect: Increase MegaBuster's charging speed by 1.

Obtained: ToyRobo 3 BMD (Y), Hard Mode ACDC Area 3 BMD, Hard Mode Park Area 3 BMD (W), Hard 2 Mode ElecTower 1 BMD (P)

ChargMAX

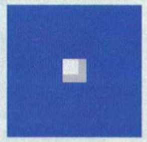


Colors: Pink

Effect: Raises MegaBuster charge speed to maximum

Obtained: Castillo HP PD (4800 Z)

Speed+1

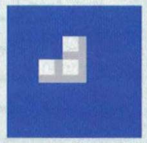


Colors: Pink, White, Yellow

Effect: Increase MegaBuster speed by 1.

Obtained: With Customizer (W), Sharo Computer BMD (P), Hard Mode Dome Locker Room sink BMD (W), Hard Mode Sharo Area BMD (Y)

SpeedMAX

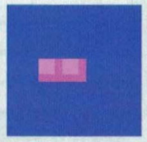


Colors: White

Effect: Raises MegaBuster speed to maximum

Obtained: Undernet 2 BMD

HP+50

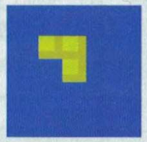


Colors: Pink, Yellow, White

Effect: Adds 50 to MegaMan's maximum HP.

Obtained: ToyRobo 1 BMD (P), Hard Mode Dog House BMD (W), Hard 2 Mode ACDC Area 1 BMD (Y)

HP+100

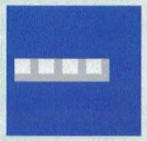


Colors: Pink, Yellow

Effect: Adds 100 to MegaMan's maximum HP.

Obtained: Castillo HP PD (3400Z) (Y), Meteor 3 BMD (P)

HP+200

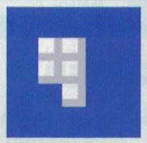


Colors: Pink, White, Yellow

Effect: Adds 200 to MegaMan's maximum HP.

Obtained: Sharo Area BMD (W), Hard Mode Meteor 4 BMD (P), Hard 2 Mode Park Area 2 PMD (Y)

HP+300

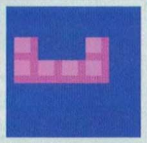


Colors: Pink, White, Yellow

Effect: Adds 300 to MegaMan's maximum HP.

Obtained: Undernet 6 PD (9600Z) (P), Hard 2 Mode ToyRobo 3 BMD (Y), Hard 2 Mode Undernet 2 BMD (W)

HP+400

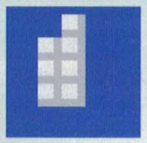


Colors: Pink, White, Yellow

Effect: Adds 400 to MegaMan's maximum HP.

Obtained: Park Area 3 BFD (16 BugFrags) (P), Hard Mode Town Area 3 PMD (Y), Hard 2 Mode

HP+500



Colors: White

Effect: Adds 500 to MegaMan's maximum HP.

Obtained: Number Trader (30873642)

SPIN PROGRAMS

Spin Programs give the Customizer even more flexibility by letting you rotate Program Blocks with the **L** and **R** buttons.

SpinWhit: Buddha Statues BMD
SpinPink: Coliseum NetBattle Machine BMD
SpinGrn: Hard Mode Town Area 1 PMD
SpinYllw: Hard Mode Goddess Statue BMD
SpinRed: Hard Mode Meteor 1 BMD
SpinBlue: Hard 2 Mode Town Area 2 PMD

EXPMEMRY

Location	Obtained In
Hero Statue	Blue Mystery Data
Undernet 2	Blue Mystery Data

Exp Memory increases the grid space of the Navi Customizer, allowing you to place more Program Blocks. These upgrades are incredibly useful, and should be grabbed at the first opportunity.

PROGRAM BUGS

Bugs caused by improper Program placement are not random. Each Program sets off a specific bug if misplaced. The more of each "bug type" Program you misplace, the nastier the effects of the bug can become. Keep in mind some Programs cause automatic bugs, regardless of their placement.

Player Bugs

Programs: AntiDmg, Humor, Reflect, Shield, SprArmor, UnderSht
Level 1: MegaMan is confused at battle start
Level 2: MegaMan automatically moves right
Level 3: MegaMan automatically moves left

Custom HP Bugs

Programs: Custom1, MegFldr1, MegFldr2, GigFldr1
Level 1: Lose 2 HP every second when in the Custom Window
Level 2: Lose 4 HP every second when in the Custom Window
Level 3: Lose 8 HP every second when in the Custom Window

Encounter Bugs

Programs: Battery, DashRun, Fish, Jungle, OilBody
Level 1: Reverses Program effect

Battle Result Bugs

Programs: Collect
Level 1: Only win Zenny from battles

Buster Bugs

Programs: Attack+1, AtkMAX, Charge+1, ChrgMAX, Speed+1, SpdMAX
Level 1: 2/8 odds of MegaBuster jamming
Level 2: 4/8 odds of MegaBuster jamming
Level 3: 5/8 odds of MegaBuster jamming

Battle HP Bugs

Programs: Hp+50, HP+100, HP+200, HP+300, HP+400, HP+500
Level 1: Lose 2 HP every second when in battle
Level 2: Lose 4 HP every second when in battle
Level 3: Lose 8 HP every second when in battle

Color Bugs

5 colors on grid: Level 1 Player & Custom Bugs
6 colors on grid: Level 2 Player & Custom Bugs

upgrade Lists

MegaMan's meager starting statistics need serious beefing up if he's going to take on the Viruses and Navis of the world. Scattered across the Internet, and even in Lan's world, are the upgrades he needs to survive.

HPMEMORY

Each HPMemory MegaMan and Lan find increases Mega's HP by 20 points. While it may not be a lot per upgrade, they add up quickly. MegaMan can have a maximum base HP of 1000 (without HP+ Customizer Programs installed). Keep in mind that all of the available HPMemory is spread across three difficulty levels.

Initial HP: 100

NORMAL DIFFICULTY LEVEL

620 max

Location	Obtained In
ACDC Area 2	NetDealer (1000Z)
ACDC Area 2	NetDealer (3000Z)
Town Area 1	Purple Mystery Data
Town Area 3	NetDealer (2500Z)
Town Area 3	NetDealer (6000Z)
Town Area 3	NetDealer (10000Z)
ElecTower 2	Blue Mystery Data
Park Area 2	Blue Mystery Data
Hotdog Stand	Blue Mystery Data
Ice Cream Stand	Blue Mystery Data
ToyRobo 2	Blue Mystery Data
ToyRobo 4	Blue Mystery Data
Castle NBM	Blue Mystery Data
Netopia Area	Blue Mystery Data
Netopia Area	NetDealer (6000Z)
Netopia Area	NetDealer (10000Z)
Netopia Area	NetDealer (14000Z)
Antenna 2	Blue Mystery Data
Sharo Area	Blue Mystery Data
Undernet 1	NetDealer (10000Z)
Undernet 1	NetDealer (15000Z)
Undernet 1	NetDealer (20000Z)
Undernet 1	NetDealer (30000Z)
Undernet 3	Blue Mystery Data
Undernet 4	Blue Mystery Data
Meteor 1	Blue Mystery Data

HARD DIFFICULTY LEVEL

780 max

Location	Obtained In
ElecTower 2	Blue Mystery Data
Drink Machine	Blue Mystery Data
Park Area 1	Blue Mystery Data
ToyRobo 3	Blue Mystery Data
Buddha Statues	Blue Mystery Data
Sharo Net	Blue Mystery Data
Undernet 1	Blue Mystery Data
Meteor 3	Blue Mystery Data

HARD 2 DIFFICULTY LEVEL

1000 max

Location	Obtained In
Town Area 3	Purple Mystery Data
ElecTower 1	Blue Mystery Data
Park Area3	Purple Mystery Data
ToyRobo 1	Blue Mystery Data
NetFrica Area	Blue Mystery Data
Undernet 4	Purple Mystery Data
Undernet 5	NetDealer (30000Z)
Undernet 5	NetDealer (50000Z)
Murkland 1	Blue Mystery Data
Murkland 2	Blue Mystery Data
Meteor 2	Blue Mystery Data

REGUP

RegUp upgrades increase MegaMan's Regular Memory, enabling him to set more powerful (and memory-intensive) Chips as his Regular Chip. MegaMan can increase his Regular Memory to 50 MB. Like HPMemory, you must play through three difficulty levels to obtain all the RegUps.

Initial RegUp: 4MB

NORMAL DIFFICULTY LEVEL

26 max

Location	Amount	Obtained In
Jomon Stereo	+1	Blue Mystery Data
Jomon Monitor	+2	Blue Mystery Data
ElecTower 1	+2	Blue Mystery Data
Park Area 1	+2	Blue Mystery Data
ToyRobo 1	+1	Blue Mystery Data
ToyRobo 3	+2	Blue Mystery Data
Dome Locker Room	+1	Folded chairs
NetFrica	+1	Center pyramid
Lion Statue	+2	Blue Mystery Data
Antenna 1	+1	Blue Mystery Data
NAXA Lobby	+3	Space Suit
Undernet 1	+1	Blue Mystery Data
Meteor 2	+3	Blue Mystery Data

HARD DIFFICULTY LEVEL

40 max

Location	Amount	Obtained In
ACDC Area 1	+2	Blue Mystery Data
Town Area 1	+1	Blue Mystery Data
Jomon Monitor	+1	Blue Mystery Data
ElecTower 1	+1	Blue Mystery Data
Park Area 1	+2	Blue Mystery Data
ToyRobo 1	+1	Blue Mystery Data
ToyRobo 4	+2	Blue Mystery Data
Netopia Area	+1	Blue Mystery Data
Undernet 2	+1	Blue Mystery Data
Ice Cream Stand	+1	Blue Mystery Data
Sharo Computer	+1	Blue Mystery Data

HARD 2 DIFFICULTY LEVEL

46 max

Location	Amount	Obtained In
ElecTower 2	+2	Purple Mystery Data
ToyRobo 4	+1	Blue Mystery Data
Yumland Area	+2	Purple Mystery Data
Meteor 1	+1	Blue Mystery Data

SUBMEM

Normally, MegaMan can only carry four of any SubChip. Every SubMem found expands his SubChip folder to allow one more of each Chip.

Initial SubMem: 4

NORMAL DIFFICULTY LEVEL

6 max

Location	Obtained In
Ticket Machine	Blue Mystery Data
Nupopo Statue	Blue Mystery Data

HARD DIFFICULTY LEVEL

7 max

Location	Obtained In
Park NBM	Blue Mystery Data

HARD 2 DIFFICULTY LEVEL

8 max

Location	Obtained In
Sharo Area	Blue Mystery Data

virus definitions

Malignant computer viruses roam the Internet, making travel hazardous for an unprepared Navi. Viruses are constantly evolving, and new types pop up with alarming frequency. Viruses are your key to acquiring most of the existing Battle Chips, so learn how to take them out quickly.

METTAUR-TYPE VIRUSES

Mettaurs are the simplest and most common Virus on the net, having been around since the earliest days of the 'net. They teleport vertically, and use pickaxes to unleash Shockwaves when they are level with MegaMan (or if their path is blocked). More advanced versions of the Mettaur Virus can block Mega's attacks by ducking under their helmets.

	VIRUS	HP	ATTACKS (DAMAGE)	DROPPED CHIPS
	Mettaur	40	Shockwave (10)	Guard1 A, Guard1 L, Guard1 V
	MettaurEX	70	Shockwave (40)	Guard1 A, Guard1 L, Guard1 V, Guard *
	Mettaur2	100	Shockwave (80), Invis, Blind	Guard2 C, Guard2 G, Guard2 P
	Mettaur2EX	140	Shockwave (120), Recov150, Blind	Guard2 C, Guard2 G, Guard2 P, Guard2 *
	Mettaur3	180	Shockwave (106 DMG), Invis, Blind, Snctuary	Guard3 F, Guard3 R, Guard3 T
	Mettaur3EX	250	Shockwave (200), Invis, Blind, Recov150	Guard3 F, Guard3 R, Guard3 T, Guard3 *

BILLY-TYPE VIRUSES

Another long-missing Virus, Billys teleport to an adjacent panel when moving, pausing only to release a ThunderBall spark that slowly homes in on MegaMan and dissipates after a short time. These sparks can cross holes and even turn back if MegaMan jumps ahead of them, so be careful.

	VIRUS	HP	ATTACKS (DAMAGE)	DROPPED CHIPS
	Billy	50	ThunderBall (15)	Thunder1 B, Thunder1 L, Thunder1 P
	BillyEX	120	ThunderBall (30), AntiFire, AntiAqua, AntiWood	Thunder1 L, Thunder1 P, Thunder1 *
	Silly	160	ThunderBall (60), Blind	Thunder2 H, Thunder2 P, Thunder2 S
	Silly2EX	200	ThunderBall (100), AntiFire (200), AntiAqua (200),	AntiWood (200), Blind, Thunder2 H, Thunder2 P, Thunder2 S
	Killy	250	ThunderBall (150)	Thunder3 I, Thunder3 T, Thunder3 W
	KillyEX	300	ThunderBall (200), AntiFire (200), AniAqua (200),	AntiWood (200), Blind, Thunder3 I, Thunder3 T, Thunder3 W

VOLGEAR-TYPE VIRUSES

The VolGear Viruses have been absent from the 'Net for a while, but they're back with a vengeance. Like Mettaurs, they can only move by teleporting vertically, however they try to avoid staying level with Mega. They periodically attack with the Flame Tower, a line of fire spouts that can change course to home in on MegaMan. The EX versions create Flame Towers in random Panels on MegaMan's side of the field.

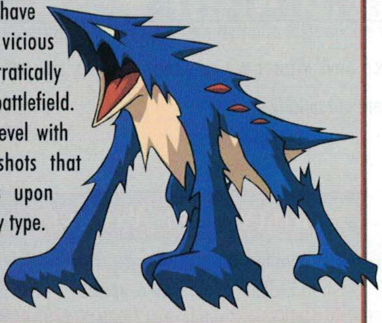
	VIRUS	HP	ATTACKS (DAMAGE)	DROPPED CHIPS
	VolGear	80	Flame Tower (20)	FireWal1 F, FireWal1 H
	VolGearEX	120	Flame Tower (50)	FireWal1 F, FireWal1 H
	VulGear	160	Flame Tower (100), Mine (300)	FireWal2 D, FireWal2 F
	VulGearEX	200	Flame Tower (150), AntiAqua (200), AntiNavi	FireWal2 E, FireWal2 F
	ValGear	260	Flame Tower (200), Mine (300), Invis	FireWal3 K, FireWal3 L
	ValGearEX	320	Flame Tower (250), Mine (300), AntiAqua (200),	Invis, AntiNavi FireWal3 K, FireWal3 L

GAIA-TYPE VIRUSES

Gaias are stationary Viruses, but they pack a mighty wallop with those hammers. Each blow sends rubble raining down from the sky, so watch the shadows. Later versions also crack random Panels on MegaMan's side of the field. To make matters worse, they take no damage when they're gray, and they are vulnerable only when they change to their normal colors and swing the hammer.

	VIRUS	HP	ATTACKS (DAMAGE)	DROPPED CHIPS
	Gaia	100	Hammer/Rubble (20)	BigHamr1 B, BigHamr1 O
	GaiaEX	150	Hammer/Rubble (40)	BigHamr1 R
	Gaia+	200	Hammer/Rubble (70), Timebomb (150), AreaGrab	BigHamr2 G, BigHamr2 J
	Gaia+EX	260	Hammer/Rubble (100), AreaGrab, SloGauge	BigHamr2 W
	GaiaMega	320	Hammer/Rubble (150), TimeBomb (150), Geddon1	BigHamr3 V, BigHamr3 Z
	GaiaMegaEX	380	Hammer/Rubble (200), TimeBomb (150), AreaGrab,	SloGauge, Geddon1 BigHamr3 D

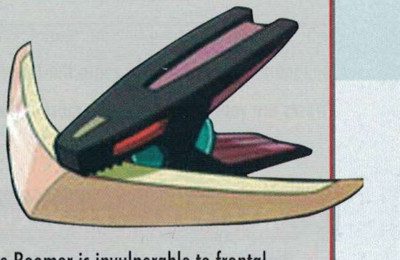
Spikey-type Viruses



Another Virus that seems to have been around forever, these vicious puppies move by teleporting erratically around their portion of the battlefield. They periodically pause when level with MegaMan and unleash fire-shots that explode in different patterns upon contact, depending on the Spikey type.

	VIRUS	HP	ATTACKS (DAMAGE)	DROPPED CHIPS
	Spikey	60	HeatShot (30)	HeatShot B, HeatShot C, HeatShot D
	SpikeyEX	100	HeatShot (60)	HeatShot B, HeatShot C, HeatShot D
	Spikey2	150	Heat-V (90)	Heat-V D, Heat-V E
	Spikey2EX	200	Heat-V (120)	Heat-V C, Heat-V E
	Spikey3	280	HeatSide (150)	HeatSide D, HeatSide E
	Spikey3EX	330	HeatSide (200)	HeatSide E, HeatSide F

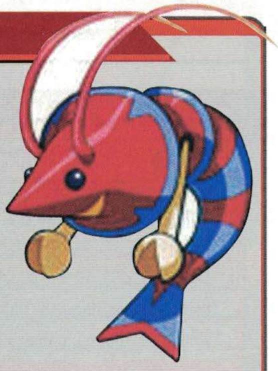
Boomer-type Viruses



Boomers move in a predictable pattern, floating vertically back and forth, even over holes. Once they reach the top or bottom row, they unleash their boomerangs, which travel around the outer panels of MegaMan's side of the playing field. The Wood-Element boomerangs are indestructible, so the Boomer is invulnerable to frontal attacks until it attacks. Higher-level Boomers seek out Mega when they are the last Virus on the field, and they attack his row directly.

	VIRUS	HP	ATTACKS (DAMAGE)	DROPPED CHIPS
	Boomer	60	Boomerang (15)	Boomer1 L, Boomer1 N
	BoomerEX	100	Boomerang (30), PanlGrab	Boomer1 M, Boomer1 *
	Gloomer	140	Boomerang (60), PanlGrab	Boomer2 L, Boomer2 N
	GloomerEX	180	Boomerang (100), PanlGrab	Boomer2 L, Boomer2 M
	Doomer	220	Boomerang (150), PanlGrab	Boomer3 Y, Boomer3 U
	DoomerEX	260	Boomerang (200), PanlGrab	Boomer3 S, Boomer3 T

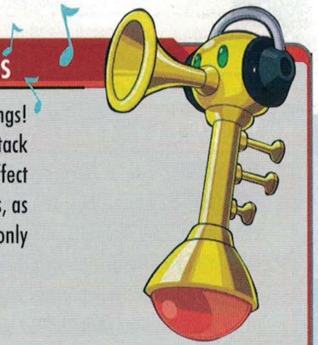
Shrimpy-type Viruses



Shrimpys slide vertically up and down rather than teleporting, and fire bouncing bubbles when level with MegaMan. These bubbles explode in different patterns depending on the Shrimpy type. Even though they float in air, Shrimpys cannot pass over holes, which also stops their bubbles short.

	VIRUS	HP	ATTACKS (DAMAGE)	DROPPED CHIPS
	Shrimpy	60	Bubbler (30)	Bubbler P, Bubbler Q
	ShrimpyEX	100	Bubbler (60)	Bubbler P, Bubbler R
	Shrimpy2	140	Bub-V (90)	Bub-V D, Bub -V E
	Shrimpy2EX	180	Bub-V (120)	Bub-V C, Bub-V E
	Shrimpy3	230	BublSide (150)	BublSide E, BublSide F
	Shrimpy3EX	280	BublSide (200)	BublSide D, BublSide F

Trumpy-type Viruses

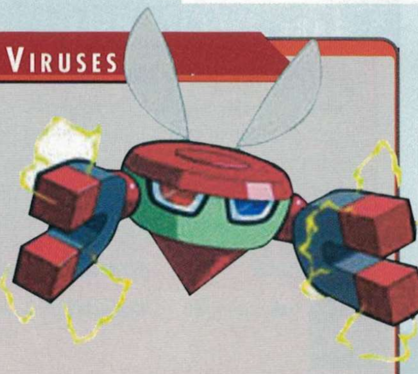


The Trumpy-type Viruses do magic things! Annoying magic things! They do not attack directly; instead their tunes affect MegaMan, and even their fellow Viruses, as long as they are playing. Trumpys can only teleport up and down for movement.

	VIRUS	HP	ATTACKS (DAMAGE)	DROPPED CHIPS
	Trumpy	60	Fanfare	Fanfare E, Fanfare G, Fanfare N
	Tuby	100	Discord	Discord D, Discord T, Discord V
	Tromby	140	Timpani	Timpani P, Timpani T, Timpani Z
	MuteAnt	180	Silence	Silence C, Silence M, Silence R
	???	220	Horn	None
	TrumpyEX	260	Fanfare	Fanfare G, Discord D, Timpani P, Silence M

MAGTECT-TYPE VIRUSES

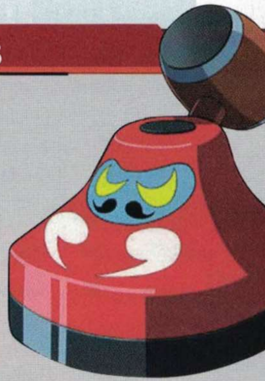
Flittering within their column to avoid being hit, MagTects leap into the left column of their field and yank MegaMan towards them with their magnet arms. If MegaMan doesn't pull away in time, he gets a face full of electricity.



	VIRUS	HP	ATTACKS (DAMAGE)	DROPPED CHIPS
	MagTect	90	Magshock (30)	Magbolt1 C, Magbolt1 D
	MagTectEX	120	Magshock (50)	Magbolt1 B, Magbolt1 D
	MagTec+	160	Magshock (80)	Magbolt2 E, Magbolt2 G
	MagTec+EX	200	Magshock (120)	Magbolt2 F, Magbolt2 G
	MagTecX	250	Magshock (160)	Magbolt3 A, Magbolt3 C
	MagTecXEX	300	Magshock (200)	Magbolt3 B, Magbolt3 C

DHARMA-TYPE VIRUSES

Dharmas patrol the enemy field slowly, sticking within two columns. After a point, they unleash ricocheting Air hockey pucks that careen wildly around both sides of the field.

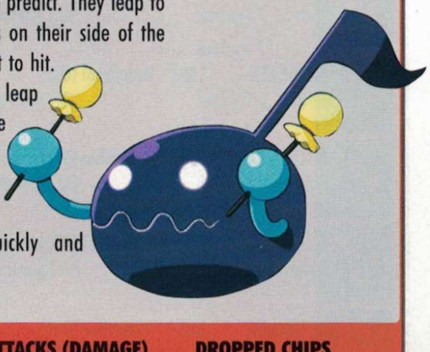


	VIRUS	HP	ATTACKS (DAMAGE)	DROPPED CHIPS
	Dharma	90	Air Hockey (15)	AirHoc1 C, AirHoc1 D
	DharmaEX	130	Air Hockey (30), PanlGrab	AirHoc1 B, AirHoc1 D
	Karma	170	Air Hockey (60), Mine	(300), PanlGrab, Invis AirHoc2 E, AirHoc2 G
	KarmaEX	210	Air Hockey (100), Mine (300), AreGrab	AirHoc2 F, AirHoc2 G
	Dogma	220	Air Hockey (150), Mine (300), Invis	AirHoc3 A, AirHoc3 C
	DogmaEX	280	Air Hockey (200), Mine (300), AreaGrab, Invis	AirHoc3 B, AirHoc3 C

MELODY-TYPE VIRUSES

Melody Viruses are hard to predict. They leap to random unoccupied panels on their side of the field, making them difficult to hit.

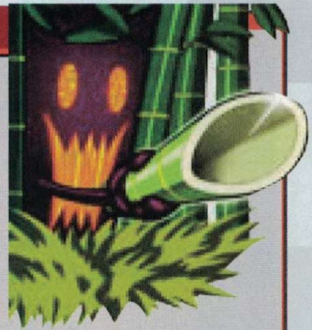
After a short pause, they leap into MegaMan's side of the field in an attempt to crush him. Their target panel flashes yellow before they land, so step away quickly and counterattack!



	VIRUS	HP	ATTACKS (DAMAGE)	DROPPED CHIPS
	Melody	80	High-Bound (15)	Magbolt1 C, Magbolt1 D
	MelodyEX	110	High-Bound (30)	Magbolt1 B, Magbolt1 D
	Hellody	140	High-Bound (60)	Magbolt2 E, Magbolt2 G
	HellodyEX	180	High-Bound (100)	Magbolt2 F, Magbolt2 G
	Felony	220	High-Bound (150)	Magbolt3 A, Magbolt3 C
	FelonyEX	280	High-Bound (200)	Magbolt3 B, Magbolt3 C

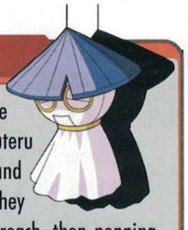
KILBY-TYPE VIRUSES

Kilbys typically lurk behind obstacles to avoid being attacked. They periodically teleport into the top row on MegaMan's side of the field, and stab at him with bamboo spears that reach across the entire column. Be careful, as they restore HP when on Grass Panels. They won't attack if MegaMan stays in the topmost row.



	VIRUS	HP	ATTACKS	
	Kilby	90	SideLance (30)	SideLnc1 B, SideLnc1 I, SideLnc1 R
	KilbyEX	130	SideLance (50)	SideLnc1 B, SideLnc1 I, SideLnc1 *
	Kilbur	170	SideLance (70)	SideLnc2 O, SideLnc2 S
	KilburEX	210	SideLance (100)	SideLnc2 H
	Kilbo	220	SideLance (150)	SideLnc1 F, SideLnc1 U
	KilboEX	280	SideLance (200)	SideLnc1 A

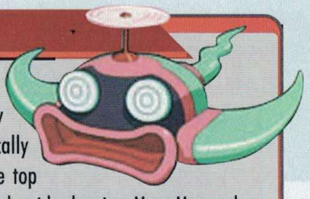
WEATHER-TYPE VIRUSES



Even though Weathers are Null-Element Viruses, each one can use two or more different Elements for their Teruteru Breath attacks, which fan out across two columns and change the Panel conditions they come in contact with. They move by rising up on their strings, out of MegaMan's reach, then popping down, similar to Melodys. Watch their shadows.

	VIRUS	HP	ATTACKS (DAMAGE)	DROPPED CHIPS
	Weather	80	Terteru Breath Aqua/Wood (20)	Blizzard H, Blizzard J, Blizzard V
	Whomper	130	Teruteru Breath Aqua/Fire/Wood (40)	HeatBrth D, HeatBrth K, HeatBrth O
	Winger	180	Teruteru Breath Aqua/Elec (80)	ElecShok J, ElecShok L, ElecShok S
	Wonder	240	Teruteru Breath Elec/Wood (120)	WoodPwdr F, WoodPwdr T, WoodPwdr W
	Wither	300	Teruteru Breath Aqua/Elec/Fire/Wood (160)	Blizzard H, Blizzard J, HeatBrth D, HeatBrth O, ElecShok L, ElecShok S, WoodPwdr T
	WeatherEX	380	Teruteru Breath Aqua/Elec/Fire/Wood (200)	Blizzard *, HeatBrth *, ElecShok *, WoodPwdr *

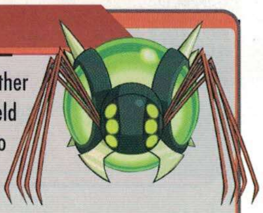
LARK-TYPE VIRUSES



Larks can prove a real pain, leaving very little room for MegaMan to dodge. They float slowly from panel to panel, periodically firing WideShot blasts when they're in the top and bottom rows. These shots are two panels wide, leaving MegaMan only a single row of saftey. Larks can cross holes, so trapping them requires an

	VIRUS	HP	ATTACKS (DAMAGE)	DROPPED CHIPS
	Lark	80	WideShot (20)	WideSht1 C, WideSht1 D
	LarkEX	120	WideShot (50), Blind	WideSht1 D, WideSht1 E
	Bark	160	WideShot (80), MetaGel (120)	WideShot2 M, WideSht2 N
	BarkEX	200	WideShot (120), AntiElec (200), Geedon1	WideSht2 L, WideSht2 M
	Tark	260	WideShot (160), MetaGel (120), Geedon1	WideSht3 U
	TarkEX	320	WideShot (200), AntiElec (200), MetaGel (120), Blind, Geedon1	WideSht3 S

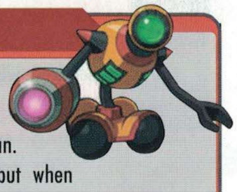
SPIDY-TYPE VIRUSES



Spidys are extremely bothersome pests. Unlike other Viruses, Spidys stay in MegaMan's side of the field throughout the fight! They run from Panel to Panel, hunting Mega down and forcing him to keep moving. Higher-level Spidys leave White Webs in their path, traps for MegaMan to step on. Slasher Chips are extremely useful against them.

	VIRUS	HP	ATTACKS (DAMAGE)	DROPPED CHIPS
	Spidy	80	Body Check (40), White WhitWeb (40)	WhitWeb1 D, WhitWeb1 L, WhitWeb1 *
	SpidyEX	110	Body Check (70), White WhitWeb (70)	WhitWeb1 R, WhitWeb1 *
	Webby	140	Body Check (100), White WhitWeb (100)	WhitWeb2 E, WhitWeb2 Y, WhitWeb2 *
	WebbyEX	180	Body Check (130), White WhitWeb (130)	WhitWeb2 C, WhitWeb2 *
	Arachy	220	Body Check (160), White WhitWeb (160)	WhitWeb3 O, WhitWeb3 V, WhitWeb3 *
	ArachyEX	260	Body Check (200), White WhitWeb (200)	WhitWeb3 K, WhitWeb3 *

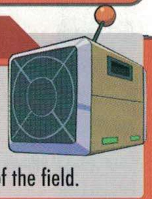
CIRKILL-TYPE VIRUSES



CirKills are fairly simple defensive programs. They move in a circle around the enemy area, and fire cannon shots whenever they're level with MegaMan. By themselves they're not much of a threat, but when combined with other Viruses you can run out of room fast.

	VIRUS	HP	ATTACKS (DAMAGE)	DROPPED CHIPS
	CirKill	110	RoundShot (30)	CircGun1 H, CircGun1 T, CircGun1
	CirKillEX	140	RoundShot (60)	CircGun1 H, CircGun1 T, CircGun1 Z
	CirCrus	180	RoundShot (90)	CircGun2 D, CircGun2 G, CircGun2 T
	CirCrusEX	220	RoundShot (130)	CircGun2 D, CircGun2 G, CircGun2 T
	CirSmsh	260	RoundShot (180)	CircGun3 J, CircGun3 M, CircGun3 R
	CirSmshEX	300	RoundShot (250)	CircGun3 J, CircGun3 M, CircGun3 R

WINDBOX-TYPE VIRUSES



Much like the Trumpy Viruses, WindBoxes do not attack MegaMan directly. Instead, these stationary machines force MegaMan to keep moving, blowing gusts of wind to push him back or sucking in air to pull him close to the enemies' side of the field.

	VIRUS	HP	ATTACKS (DAMAGE)	DROPPED CHIPS
	WindBox	80	WindGust	Wind *
	VacuumFan	80	Vacuum	Fan *
	WindBox2	150	WindGust	Wind *
	VacuumFan2	150	Vacuum	Fan *
	WindBox3	250	WindGust	Wind *
	VacuumFan3	250	Vacuum	Fan *

Moloko-type Viruses

Molokos just can't stop running. Charging ceaselessly from right to left, their thick coats soak up damage, preserving their HP. Use a charged MegaBuster shot to shear them, then follow up with a powerful Chip attack to wipe out their HP.

	VIRUS	HP	ATTACKS (DAMAGE)	DROPPED CHIPS
	Moloko	60	Moko Rush (20)	MokoRus1 I, MokoRus1 M
	MolokoEX	100	Moko Rush (40)	MokoRus1 C
	Milko	140	Moko Rush (70)	MokoRus2 K, MokoRus2 U
	MilkoEX	180	Moko Rush (100)	MokoRus2 G
	Macko	220	Moko Rush (150)	MokoRus3 T, Rush3 Y
	MackoEX	280	Moko Rush (200)	MokoRus3 O

Elemperor-type Viruses

Stationary Viruses, Elemperors are really only annoying in concert with other Viruses. They only attack periodically, engulfing one Panel in an Elemental storm that also changes the Panel's condition. Get rid of them fast, because they constantly regenerate HP if they're on a non-normal Panel!

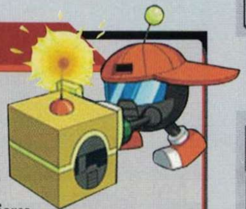
	VIRUS	HP	ATTACKS (DAMAGE)	DROPPED CHIPS
	Elemperor	100	Element Breath (30)	FireElem K, FireElem N, FireElem P
	Elemperor2	140	Element Breath (60)	IceElem H, IceElem Q, IceElem V
	Elemperor3	180	Element Breath (90)	WoodElem C, WoodElem D, WoodElem I
	Elemperor4	220	Element Breath (120)	SandElem A, SandElem L, SandElem S
	Elemperor5	260	Element Breath (160)	FireElem P, IceElem H, IceElem V, WoodElem C, SandElem L, SandElem S
	ElemperorEX	300	Element Breath (200)	FireElem K, FireElem N, IceElem Q, WoodElem D, WoodElem I, SandElem A, DarkElem E

Walla-type Viruses

Wallas don't move, but they don't have to. They spit their twin tusks at MegaMan, one per row. There's a slight delay between the first and second tusks, giving you a chance to sidestep. Be fast, though, as the tusks are invulnerable!

	VIRUS	HP	ATTACKS (DAMAGE)	DROPPED CHIPS
	Walla	100	TwinFang (20)	TwnFng1 A, TwnFng1 B, TwnFng1 C
	WallaEX	130	TwinFang (50)	TwnFng1 A, TwnFng1 B, TwnFng1 C
	Walland	160	TwinFang (80)	TwnFng2 P, TwnFng2 Q
	WallandEX	190	TwinFang (120)	TwnFng2 O, TwnFng2 Q
	Waldon	220	TwinFang (160)	TwnFng3 F
	WaldonEX	260	TwinFang (200)	TwnFng3 H

BomBoy-type Viruses



BomBoys are happy little fellas, waiting in the rear enemy column. They create Boy's Bombs that block MegaMan's shots, and push them slowly forward. If the bombs enter Mega's side of the field, they quickly explode, damaging all of his Panels. Use Chips that pierce through obstacles to destroy the BomBoys before they make it into Mega's area.

	VIRUS	HP	ATTACKS (DAMAGE)	DROPPED CHIPS
	BomBoy	80	Boy's Bomb (30)	BoyBomb1 E, BoyBomb1 J, BoyBomb1 M
	BomBoyEX	130	Boy's Bomb (60)	BoyBomb1 E, BoyBomb1 J, BoyBomb1 M
	BomWrk	180	Boy's Bomb (90)	BoyBomb2 I, BoyBomb2 S, BoyBomb2 W
	BomWrkEX	230	Boy's Bomb (120)	BoyBomb2 I, BoyBomb2 S, BoyBomb2 W
	BomLab	280	Boy's Bomb (160)	BoyBomb3 G, BoyBomb3 T, BoyBomb3 V
	BomLabEX	320	Boy's Bomb (200)	BoyBomb3 G, BoyBomb3 T, BoyBomb3 V

NavShado Virus

You'd better have Sword Chips in your deck when going up against the NavShados, as that is the only kind of attack they're vulnerable to. They act like NormlNavis, only a whole lost faster.

	VIRUS	HP	ATTACKS (DAMAGE)	DROPPED CHIPS
	Navshado	200	Cannon (100), Sword (100)	N/A

NavBlack Virus

Like the NavShado Virus, NavBlacks are only vulnerable to Sword slices. They behave like HeelNavis, just faster and more powerful.

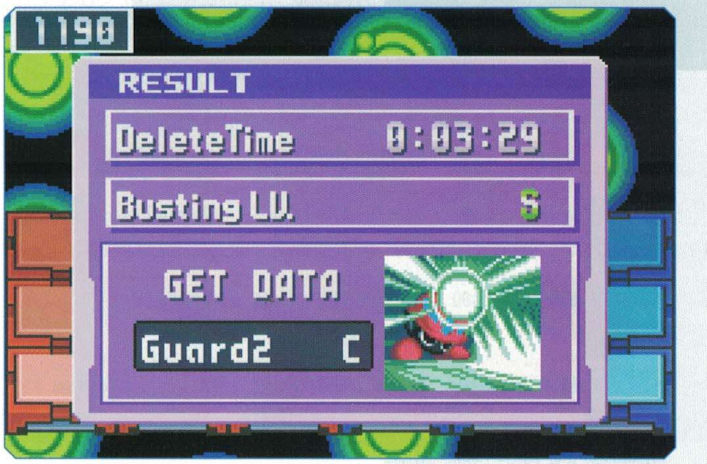
	VIRUS	HP	ATTACKS (DAMAGE)	DROPPED CHIPS
	NavBlack	250	CannBall (100), FtrSword (100)	N/A

better busting

The Busting Level is the key to earning Chips from your enemies. The higher your Busting level, the greater your chances of getting a Battle Chip from our opponent, and the better your chances are of getting rare versions of Chips when it comes to multiple enemies, or enemies with multiple Chips.

If your Busting Level is too low, you are almost guaranteed to get Zenny instead of a Chip. Also, the lower the Busting Level, the less Zenny you earn.

The points that you earn through your actions determine your Busting Level. Earning 11 points or more nets you the "S" Ranking, the highest-level possible.



1190

RESULT

DeleteTime 0:03:29

Busting LV. S

GET DATA

Guard2 C

VIRUSES & BOSS NAVIS

Your Busting Level is not rated for "scripted" storyline encounters, such as Tournament Boss battles, or when Navis sic Viruses on you. Only random encounters on the net are rated.

DELETE TIME

Naturally, the faster you wipe out the Viruses, the higher your score is. This is the baseline rating that is calculated first when your Busting Level is determined.

Virus Delete Time	Points
0.00~5.00	7
5.01~12.00	6
12.01~36.00	5
36.01 and up	4

Of course, boss Navis have a different time rating, and a somewhat more lenient one.

Boss Delete Time	Points
0.00~30.00	10
30.01~40.00	8
40.01~50.00	6
50.01 and up	4

NUMBER OF HITS

Naturally, getting hit is something you want to avoid. Each time MegaMan gets a smack, his Busting Level is reduced.

Number of Hits	Points
0	+1
1	0
2	-1
3	-2
4 or more	-3

MOVEMENT

It's a little thing, but by moving around less, MegaMan can earn an extra point on his Busting Level.

Number of steps	Points
0~2	+1
3 or more	+0

MULTIPLE DELETION

Wiping out two or three Viruses with a single attack is worth some real nice points. Wide-effect attacks are key for this.

Delete Time	Points
Double Delete	+2
Triple Delete	+4

MOVEMENT

By moving around less MegaMan can earn an extra point on his Busting Level.

Number of steps	Points
0~2	+1
3 or more	+0

LINKED NETBATTLES

When playing a GBA-linked NetBattle against a friend, the conditions for your Busting Level are considerably different.

DELETE TIME

Take out your opponent quickly. This is the baseline rating that is calculated first when your Busting Level is determined.

Delete Time	Points
0.00~30.00	10
30.01~45.00	8
45.01~1.00.00	6
1.00.01 and up	4

REMAINING HP

Since not getting hit in a linked NetBattle against a human player is pretty difficult, you are instead judged by how much HP you have left upon winning the fight.

Remaining HP	Points
Maximum	+3
75% to 99%	+2
50% to 74%	+1
Less than 1/2	0

RECOVERY USE

Your remaining HP is rated, so the number of times you use a recovery Chip is counted against you to prevent you from abusing this. However, Roll Soul's automatic recovery is not counted against you.

Recoveries	Points
3 or more	-4
2	-2
1	-1
0	0

HP DIFFERENCE

You and your opponent's HP level is a big factor in your Busting level as well. Defeating an opponent with a much lower HP level is no real accomplishment, and you're negatively judged for it. But defeating an opponent that has more HP than you is worth some points!

HP vs. Opponent's	Points
400+ over	-4
200~390 over	-2
100~190 over	-1
0~99 over	0
100~190 less	+1
200~390 over	+2
400+ over	+4

Mystery Data Listings

After defeating Duo and saving the Earth from annihilation, you have the option to restart your game on a harder difficulty level. One of the changes to the Cyberworld is the shuffling of Mystery Data contents. Use this chart to see what's available to you in these higher levels.

Data Type	Normal	Hard	Hard 2	Hard 3
ACDC AREA 1				
Blue	BugStop (w)	RegUp2	BugFrag	1000Z
Blue	MiniEnrg	TripCrak *	HP+50 (y)	BugFrag
Green	CrackOut *	DoubCrak *	TripCrak *	TripCrak *
	AirShot *	HiCannon E	M-Cannon E	M-Cannon E
	Recov10 *	Recov50 *	Recov200 H	Recov200 H
	MiniBomb L	EnergBom E	MegEnBom J	MegEnBom J
	100~400Z	300~600Z	500~800Z	500~800Z
ACDC AREA 2				
Purple	Geyser L	AntiElec H	AntiWood M	BugFrag
Green	HeatShot D	Heat-V D	HeatSide D	HeatSide D
	AreaGrab S	AreaGrab S	AreaGrab S	AreaGrab S
	WideSwrd S	WideBlde K	WideBlde K	WideBlde K
	Thunder1 L	Thunder2 P	Thunder3 W	Thunder3 W
	100~400Z	300~600Z	500~800Z	500~800Z
ACDC AREA 3				
Blue	Jealousy J	Charge+1 (p)	BugFrag x3	500Z
Blue	CopyDmg *	BugFrag	MegEnBom D	2000Z
Green	Counter1 T	Counter2 H	Counter3 N	Counter3 N
	Recov30 R	Recov50 *	Recov200 H	Recov200 H
	Bubbler Q	Bub-V E	BubSide E	BubSide E
	Atk+10 *	ColorPt *	ColorPt *	ColorPt *
	100~400Z	300~600Z	500~800Z	500~800Z
TOWN AREA 1				
Blue	SandRing *	RegUp1	BugFrag	FullEnrg
Purple	HPMemory	SpinGren	BugFrag x3	500Z
Green	Spreader L	Spreader *	Spreader *	Spreader *
	Guard1 *	Guard2 *	Guard3 *	Guard4 *
	PanlGrab *	ColorPt *	GrabBnsh *	GrabBnsh *
	CrackOut *	DublCrak *	TripCack *	TripCrak *
	300~600Z	500~800Z	700~1000Z	700~1000Z
TOWN AREA 2				
Blue	Invis *	3400Z	CustSwrd S	1700Z
Purple	Blinder *	AntiDmg M	SpinBlue	BugFrag
Green	FlmLine1 F	FlmLine2 F	FlmLine3K	FlmLine1 K
	Invis *	Invis *	Invis *	Invis *
	LongSwrd E	WideBlde K	LongBlde R	LongBlde R
	EnergBom N	MegEnBom J	MegEnBom J	MegEnBom J
	300~600Z	500~800Z	700~1000Z	700~1000Z
TOWN AREA 3				
Blue	Recov30 R	HiCannon E	BugFrag	Untrap
Purple	CustSwrd B	HP+400 (y)	HPMemory	BugFrag x2
Green	MokoRus1 M	MokoRus2 U	MokoRus3 T	MokoRus3 T
	CopyDmg *	CopyDmg *	CopyDmg *	CopyDmg *
	Counter1 F	Coutner2 H	Counter3 N	Counter3 N
	Bubbler P	Bub-V E	BubSide E	BubSide E
	300~600Z	500~800Z	700~1000Z	700~1000Z
TOWN AREA 3				
Blue	Recov30 R	HiCannon E	BugFrag	Untrap
Purple	CustSwrd B	HP+400 (y)	HPMemory	BugFrag x2
Green	MokoRus1 M	MokoRus2 U	MokoRus3 T	MokoRus3 T
	CopyDmg *	CopyDmg *	CopyDmg *	CopyDmg *
	Counter1 F	Coutner2 H	Counter3 N	Counter3 N
	Bubbler P	Bub-V E	BubSide E	BubSide E
	300~600Z	500~800Z	700~1000Z	700~1000Z

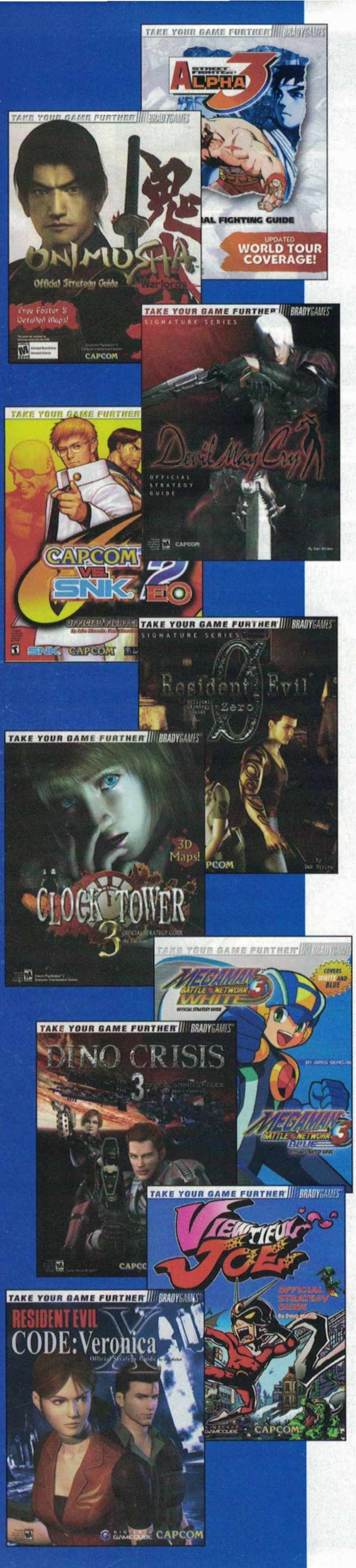
Data Type	Normal	Hard	Hard 2	Hard 3
TOWN AREA 3				
Blue	Recov30 R	HiCannon E	BugFrag	Untrap
Purple	CustSwrd B	HP+400 (y)	HPMemory	BugFrag x2
Green	MokoRus1 M	MokoRus2 U	MokoRus3 T	MokoRus3 T
	CopyDmg *	CopyDmg *	CopyDmg *	CopyDmg *
	Counter1 F	Coutner2 H	Counter3 N	Counter3 N
	Bubbler P	Bub-V E	BubSide E	BubSide E
	300~600Z	500~800Z	700~1000Z	700~1000Z
TOWN AREA 4				
Purple	WindRack A	AntiAqua D	GrabRvng D	BugFrag x2
Green	AirShot *	AirShot *	AirShot *	AirShot *
	LongSwrd E	CustSwrd P	VariSwrd V	VariSwrd V
	Wind *	Wind *	Wind *	Wind *
	Fan *	Fan *	Fan *	Fan *
	500~1300Z	700~1500Z	900~2000Z	900~2000Z
PARK AREA 1				
Blue	AntiSwrd N	RegUp1	1800Z	1900Z
Blue	RegUp1	HPMemory	BugFrag	4000Z
Green	Boomer1 M	Boomer2 M	Boomer3 T	Boomer3 T
	TripCrak *	TripCrak *	TripCrak *	TripCrak *
	AirHoc1 E	AirHoc2 J	AirHoc3 W	AirHoc3 W
	Recov10 *	Recov50 *	Recov120 *	Recov120 *
	300~1000Z	500~1500Z	700~1500Z	700~1500Z
PARK AREA 2				
Blue	HPMemory	BugFrag	ColorPt *	1200Z
Purple	VarSwrd V	BugFrag x5	HP+200 (y)	BugFrag x3
Green	DublCrak *	DublCrak *	DublCrak *	DublCrak *
	PanlGrab *	PanlGrab *	PanlGrab *	PanlGrab *
	Counter1 T	Counter2 B	Counter3 A	Counter3 A
	Binder1 S	Binder2 T	Binder3 I	Binder3 I
	300~1000Z	500~1500Z	700~1500Z	700~1500Z
PARK AREA 3				
Blue	MegFldr1 (g)	4000Z	1500Z	2000Z
Blue	BugFrag	Charge+1 (w)	BugFrag	1000Z
Purple	ColorPt *	DblPoint *	HPMemory	10000Z
Green	Barrier *	Barr100 Q	Barr200 O	Barr200 O
	WideSht1 D	WideSht2 M	WideSht3 S	WideSht3 S
	Invis *	Invis *	Invis *	Invis *
	Atk+10 *	Atk+10 *	Atk+10 *	Atk+10 *
	300~1000Z	500~1500Z	700~1500Z	700~1500Z
NETOPIA AREA				
Blue	SprArmor (r)	BugFrag x2	Snake D	BugFrag
Blue	HPMemory	RegUp1	BugFrag	1400Z
Green	SandRing *	SandRing *	SandRing *	SandRing *
	Geddon1 K	Geddon2 T	Geddon3 Q	Geddon3 Q
	EnergBom T	MegEnBomb J	MegEnBomb J	MegEnBomb J
	Bub-V D	BubSide D	BubSide D	BubSide D
	720~1280Z	940~1520Z	1080~1560Z	1080~1560Z
YUMLAND AREA				
Blue	RegUp2	1300Z	BugFrag	2500Z
Purple	Lance G	BugFix B	RegUp2	BugFrag
Green	Thunder1 B	Thunder2 S	Thunder3 T	Thunder3 T
	Recov50 *	Recov80 *	Recov120 *	Recov120 *
	FlmLine1 *	FlmLine2 F	FlmLine3 L	FlmLine3 L
	Heat-V D	HeatSide D	HeatSide D	HeatSide D
	500~1700Z	800~2100Z	1100~2300Z	1100~2300Z

Data Type	Normal	Hard	Hard 2	Hard 3
NETFRICA AREA				
Blue	Jungle (g)	2300Z	2800Z	4000Z
Blue	Barr100 W	AntiRecv D	HPMemory	3700Z
Green	AreaGrab M	AreaGrab M	AreaGrab M	AreaGrab M
	Guard1 *	Guard2 *	Guard3 *	Guard3*
	Recov80 B	Recov120 F	Recov150 Z	Recov150 Z
	FlmLine2 D	FlmLine3 K	FlmLine3 K	FlmLine3 K
	1700~2300Z	1800~2400Z	1900~2500Z	1900~2500Z
SHARO AREA				
Blue	HP+200 (w)	HPMemory	1500Z	4000Z
Blue	HPMemory	Speed+1 (y)	SubMem	BugFrag
Purple	BlkBomb Z	BlkBomb Z	BlkBomb Z	BlkBomb Z
Green	HiCannon C	M-Cannon G	M-Cannon F	M-Cannon F
	MagBolt1 B	MagBolt2 E	MagBolt3 C	MagBolt3 C
	Blizzard J	HeatBrth D	ElecShok S	ElecShok S
	TwinFng1 A	TwinFng2 P	TwinFng3 H	TwinFng3 H
	200~5000Z	400~5000Z	600~5000Z	600~5000Z
UNDERNET 1				
Blue	RegUp1	HPMemory	BugFrag x2	500Z
Purple	Snake M	GodHammr G	HP+400 (w)	BugFrag
Green	CustSwrd S	CustSwrd B	CustSwrd B	CustSwrd B
	LongSwrd L	WideBlde S	LongBlde S	LongBlde S
	Recov80 *	Recov120 *	Recov150 T	Recov150 T
	NrthWind T	NrthWind T	NrthWind T	NrthWind T
	800~3000Z	900~3000Z	1000~3000Z	1000~3000Z
UNDERNET 2				
Blue	ExpMem	RegUp1	2900Z	900Z
Blue	SpeedMAX (w)	Barr200 U	HP+300 (w)	4400Z
Green	BigHamr1 R	BigHamr2 G	BigHamr3 Z	BigHamr3 Z
	Hole *	Hole *	Hole *	Hole *
	Vulcan2 H	Vulcan3 T	Vulcan3 T	Vulcan3 T
	Invis *	Invis *	Invis *	Invis *
	1200~2800Z	1400~3000Z	1600~3200Z	1600~3200Z
UNDERNET 3				
Blue	HPMemory	3000Z	5000Z	BugFrag
Blue	Recov120 Q	AntiFire K	BugFrag	2000Z
Green	MiniBomb B	MiniBomb B	MiniBomb B	MiniBomb B
	MiniBomb L	MiniBomb L	MiniBomb L	MiniBomb L
	MiniBomb T	MiniBomb T	MiniBomb T	MiniBomb T
	VarSwrd V	VarSwrd V	VarSwrd V	VarSwrd V
	200~3000Z	400~3200Z	600~3400Z	600~3400Z
UNDERNET 4				
Blue	Custom1 (g)	M-Cannon G	BugFrag	1400Z
Blue	HPMemory	BugBomb *	1400Z	BugFrag
Purple	Guardian O	DarkLine L	HPMemory	20000Z
Green	CrackOut *	Fanfare *	Blizzard *	Blizzard *
	DublCrak *	Discord *	HeatBrth *	HeatBrth *
	TripCrak *	Timpani *	EelcShok *	EelcShok *
	Geddon1 J	Silence *	WoodPwdr W	WoodPwdr W
	1000~4000Z	1000~4000Z	WoodPwdr *	WoodPwdr *
			1000~4000Z	1000~4000Z
UNDERNET 5				
Blue			2000Z	1000Z
Blue			BugFrag x3	2400Z
Purple			NeoVari N	BugFrag x2
Purple			Snctuary S	BugFrag x5
Green			Tornado T	Tornado T
			Ball V	Ball V
			TimeBomb K	TimeBomb K
			Mine C	Mine C
			1700~3200Z	1700~3200Z

Data Type	Normal	Hard	Hard 2	Hard 3
UNDERNET 6				
Blue	Hole *	BugFrag x2	2400Z	2100Z
Blue	Attack+1 (y)	BlkBomb D	BugFrag	BugFrag
Green	SidBmbo1 I	SidBmbo2 O	SidBmbo3 U	SidBmbo3 U
	Counter2 L	Counter3 A	Counter3 A	Counter3 A
	WideBlde L	LongBlde R	LongBlde R	LongBlde R
	Barr100 W	Barr200 O	Barr200 O	Barr200 O
	100~10000Z	200~10000Z	300~10000Z	300~10000Z
BLACK EARTH 1				
Blue			HPMemory	BugFrag
Blue			LifeAura D	BugFrag
Green			TopManDS T	TopManDS T
			BurnMnDS B	BurnMnDS B
			ColdMnDS C	ColdMnDS C
			SprkMnDS S	SprkMnDS S
BLACK EARTH 2				
Blue			3000Z	2000Z
Blue			HPMemory	3200Z
Purple			BugFrag x5	FullEnrg
Green			GigFldr1 (r)	BugFrag
			ShadMnDS S	ShadMnDS S
			LasrMnDS L	LasrMnDS L
			KendMnDS K	KendMnDS K
			VideMnDS V	VideMnDS V
ELECTOWER 1				
Blue	700Z	BugFrag	1400Z	BugFrag
Blue	RegUp2	MegEnBom D	Charge+1 (p)	1400Z
Blue	Spreader M	RegUp1	HPMemory	1000Z
ELECTOWER 2				
Blue	LongSwrd S	2300Z	BugFrag	1000Z
Blue	BugFrag	WideBlde C	2900Z	800Z
Blue	HPMemory	HPMemory	RegUp2	BugFrag
TOYROBO 1				
Blue	HP+50 (p)	3200Z	1000Z	1000Z
Blue	1400Z	RegUp1	HPMemory	700Z
Blue	RegUp1	Counter3 V	M-Cannon G	BugFrag
TOYROBO 2				
Blue	RockCube *	1500Z	BugFrag	400Z
Blue	HPMemory	BugFrag	BugBomb B	2000Z
Blue	Vulcan2 B	Reacov150 C	2200Z	BugFrag
TOYROBO 3				
Blue	Charge+1 (y)	HPMemory	HP+300 (y)	900Z
Blue	RegUp2	Attack+1 (w)	BugFrag	1800Z
TOYROBO 4				
Blue	HPMemory	RegUp2	RegUp1	BugFrag
Blue	Recov80 J	Vulcan3 W	Vulcan3 W	2200Z
METEOR 1				
Blue	Geddon1 W	1800Z	2000Z	1000Z
Blue	HPMemory	Recov200 M	RegUp1	BugFrag
Blue	HiCannon D	SpinRed	BugFrag	1800Z
METEOR 2				
Blue	1800Z	RegUp1	3200Z	900Z
Blue	WideBlde K	BugFrag x2	BugFix *	BugFrag x2
Blue	RegUp3	NrthWind E	HPMemory	2000Z

Data Type	Normal	Hard	Hard 2	Hard 3
METEOR 3				
Blue	Counter2 L	HPMemory	BugFrag	1600Z
Blue	HP+100 (p)	3000Z	LongBlde R	1000Z
Blue	BugFrag	M-Cannon E	2500Z	BugFrag
METEOR 4				
Blue	FullEnrg	BugFrag	WindRack *	BugFrag
Blue	Recov120 F	HP+200 (p)	1700Z	1000Z
Blue	Attack+1 (w)	FullEnrg	FullEnrg	2700Z
Blue	VariSrd V	RegUp1	BugFrag	BugFrag
MICROWAVE				
Blue	500Z	1000Z	2000Z	BugFrag
DOGHOUSE				
Blue	Barrier A	HP+50 (w)	BugFrag	3000Z
GAME CONSOLE				
Blue	Counter1 T	1000Z	Untrap	1300Z
TEDDY BEAR				
Blue	MiniBomb *	BugFrag	800Z	LocEnemy
JOMON STEREO				
Blue	PanlGrab *	BugFrag	LocEnemy	500Z
Blue	RegUp1	FullEnrg	BugFrag	BugFrag
JOMON MONITOR				
Blue	RegUp2	RegUp1	BugFrag	5000Z
HOTDOG STAND				
Blue	HPMemory	2600Z	BugFrag	900Z
DRINK MACHINE				
Blue	Recov50 S	HPMemory	1800Z	Unlocker
CARD READER				
Blue	Unlocker	BugFrag	2500Z	BugFrag
SINK FILTER				
Blue	Fish (b)	Speed+1 (w)	BugFrag	2100Z
CYBERTOP				
Blue	1600Z	2000Z	2400Z	1500Z
DENDOME NB MACHINE				
Blue	Spreader N	BugFrag	1400Z	1500Z
TICKET MACHINE				
Blue	SubMem	Vulcan3 O	Recov150 T	1500Z
ICE CREAM CART				
Blue	HPMemory	RegUp1	1300Z	BugFrag
CASTLE NB MACHINE				
Blue	HPMemory	SubMem	1000Z	BugFrag
GODDESS STATUE				
Blue	Recov150 Z	SpinYelo	HolyPanl *	BugFrag
UNSUNG HERO STATUE				
Blue	ExpMem	M-Cannon F	Barr100 P	BugFrag
COLISEUM NB MACHINE				
Blue	SpinPink	1800Z	Unlocker	1800Z
SMALL BUDDHA STATUES				
Blue	SpinWhit	HPMemory	2000Z	1000Z
BUDDHA STATUE				
Blue	2000Z	2000Z	2000Z	25000Z
NUPOPO STATUE				
Blue	SubMem	LocEnemy	FullEnrg	FullEnrg

Data Type	Normal	Hard	Hard 2	Hard 3
LION STATUE				
Blue	RegUp2	DashRun	BugFrag x2	BugFrag
ANTENNA 1				
Blue	RegUp1	BugFrag	BugFrag	500Z
ANTENNA 2				
Blue	HPMemory	BugFrag	BugFrag	500Z
ANTENNA 3				
Blue	BugBomb G	BugFrag	BugFrag	500Z
ANTENNA 4				
Blue	Battery (y)	BugFrag	BugFrag	500Z
SHARO COMPUTER				
Blue	Speed+1 (p)	RegUp1	BugFrag	1000Z
MAZE 1~8, 10~11, 13~15				
Blue	100Z	100Z	100Z	100Z
MAZE 9				
Blue	FullEnrg	FullEnrg	FullEnrg	FullEnrg
MAZE 12				
Blue	FullCust *	10000Z	10000Z	10000Z
MAZE 16				
Blue	10000Z	10000Z	10000Z	10000Z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TENTH ANNIVERSARY

BradyGAMES published its first strategy guide in November of 1993, and every year since then, we've made great efforts to give you the best guides possible. Now celebrating our 10^{th} anniversary, we'd like to take this opportunity to say a few things and extend a special invitation to you—our readers.

First of all, THANK YOU! Whether you're a long-time customer, or this is your first BradyGAMES guide, we appreciate your support. We hope that our guides have enhanced your overall experience when playing games. These days, completing a game isn't just about how quickly you finish. It's about uncovering absolutely everything a game has to offer: side quests, mini-games, secret characters, and multiple endings just to name a few. That's what the ***TAKE YOUR GAME FURTHER***® banner at the top of our guides is all about.

Many games deserve more than just a standard strategy guide, and we recognize that. Our guides are produced with the highest quality standards and are tailored specifically for the games they cover. With the introduction of our Signature Series and Limited Edition guides, we raised the bar even higher.

Now for the "invitation" part. Although we constantly challenge ourselves to improve our guides, we'd like your help too. You're formally invited to tell us what you think about our guides. Like something we do? Let us know. Think something we've done is totally lame? *Please* let us know. We want your feedback no matter if it's good, bad, or just plain ugly. You can write or e-mail us at the addresses below, and we *will* read what you send. Your opinions are important to us, and may influence the direction for our guides in the future.

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VIRUSES
Mettaur
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#035 THUNMNSP ★★
T ThunderMan SP, HO
Lightning strikes the column three panels ahead. Breaks empty Panels, cracks occupied Panels.
120+ DMG
68 MB

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T ThunderMan SP, ThunderMan DS, HO
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120+ DMG
68 MB

#019 PROTOMAN ★★★★
B ProtoMan V2, ProtoMan V3, ProtoMan SP, HO
ProtoMan steps forward column-by-column, slicing enemies. Can only move one Panel diagonally up or down.
100 DMG
54 MB

#020 PROTOMSP ★★★★★
B ProtoMan SP, HO
ProtoMan steps forward column-by-column, slicing enemies. Can only move one Panel diagonally up or down.
140+ DMG

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